



Samsung PC Studio 3.0

User's Guide

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1. Samsung PC Studio

Samsung PC Studio is a Windows-based PC program package that you can use easily to manage personal data and multimedia files by connecting a Samsung Electronics Mobile Phone (GSM/GPRS/UMTS) to your PC.

1.1. System Requirements

The system requirements for Samsung PC Studio are as follows.

- n Windows 2000 or XP family
- n At least 300MB of free disk space
- n Interface devices such as USB, IrDA, and Bluetooth for the connection with the Phone
- ※ To use PC Studio multimedia functions such as MMS Composer, Microsoft® DirectX® version 9.0 or higher is required.

1.2. PC Studio Features

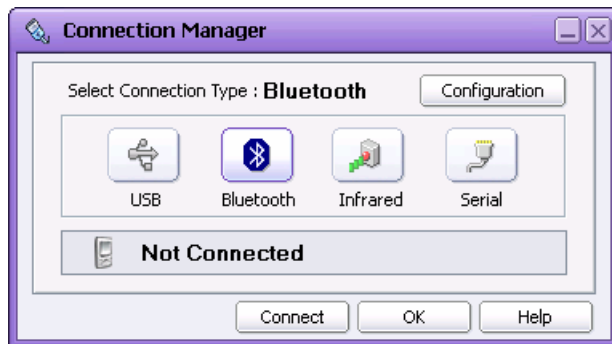
The applications of Samsung PC Studio and their functions and features are as follows.

- n PC Studio Launcher
 - Provides the shortcut icons to start the PC Studio applications.



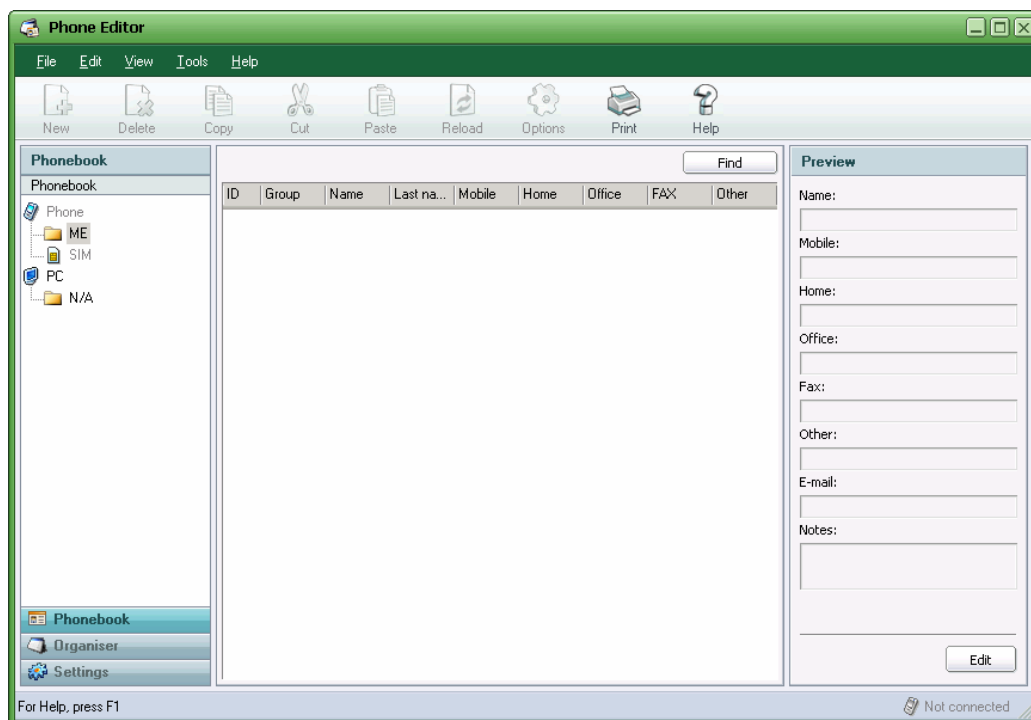
- ※ Some applications may not be supported in specific phone model.
 - n Connection Manger (Manage connections)

- Allows you to select the connection type for PC to Phone connection.



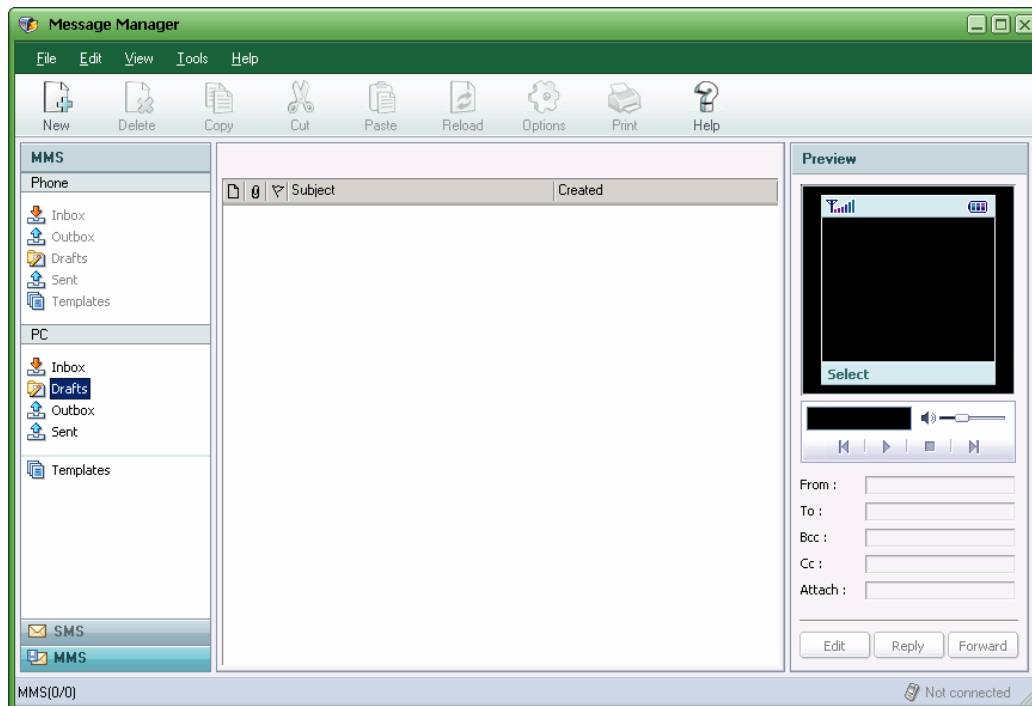
n Phone Editor (Manage contacts and more)

- Allows you to view, edit and organise the personal information in your phone on your PC. It also lets you copy and move information between your phone and your PC.



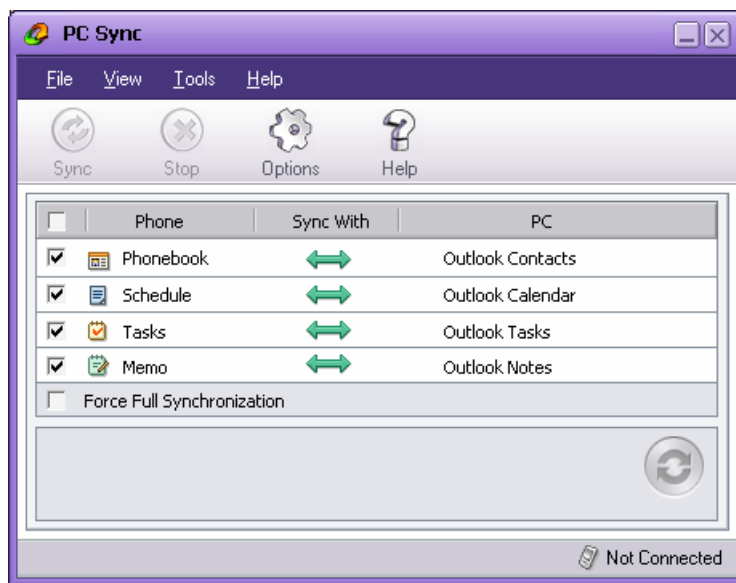
n Message Manager (Manage messages)

- Allows you to view, edit, and organise messages of your phone on your PC. It also lets you copy and move messages between your phone and your PC. In addition you can send text messages or multimedia messages through this application, when it is connected to the phone.



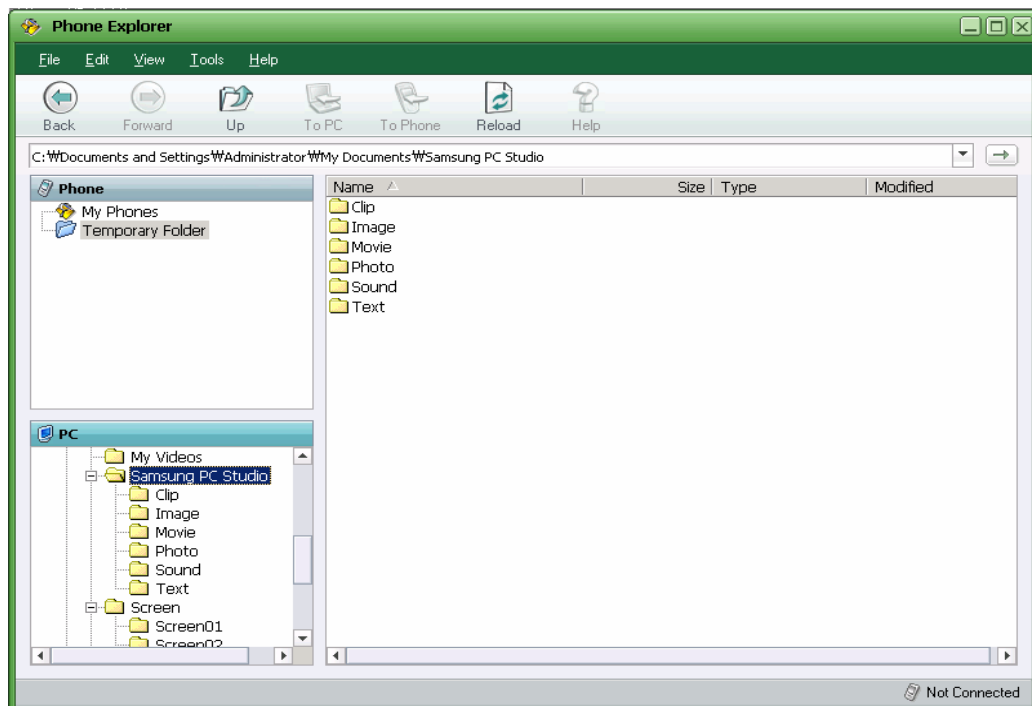
n PC Sync (Synchronize)

- Allows you to synchronize personal information data saved in the Phone and the data saved in the PC's personal information management program. The PC personal information management programs supported by PC Sync are Microsoft® Outlook® and Outlook Express.



n Phone Explorer (Manage files)

- Allows you to manage multimedia files in your phone on your PC and to transfer files between your phone and your PC.



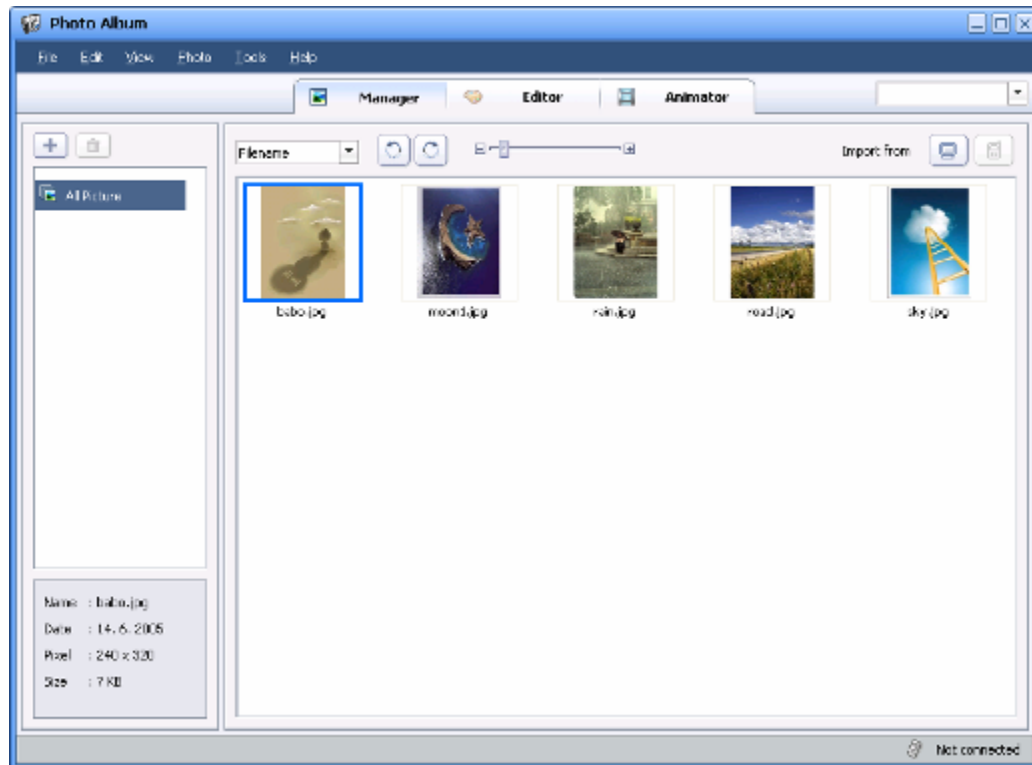
n Networking Wizard (Manage Internet connections)

- Allows you to access the Internet using the connected Phone as a modem device.



n Photo Album (Manage photos)

- Allows you to retrieve pictures taken by the Phone and saved in the PC to make a photo album, to edit photos using various editing functions to make an animation, and to upload the edited photo and animation files to the Phone.



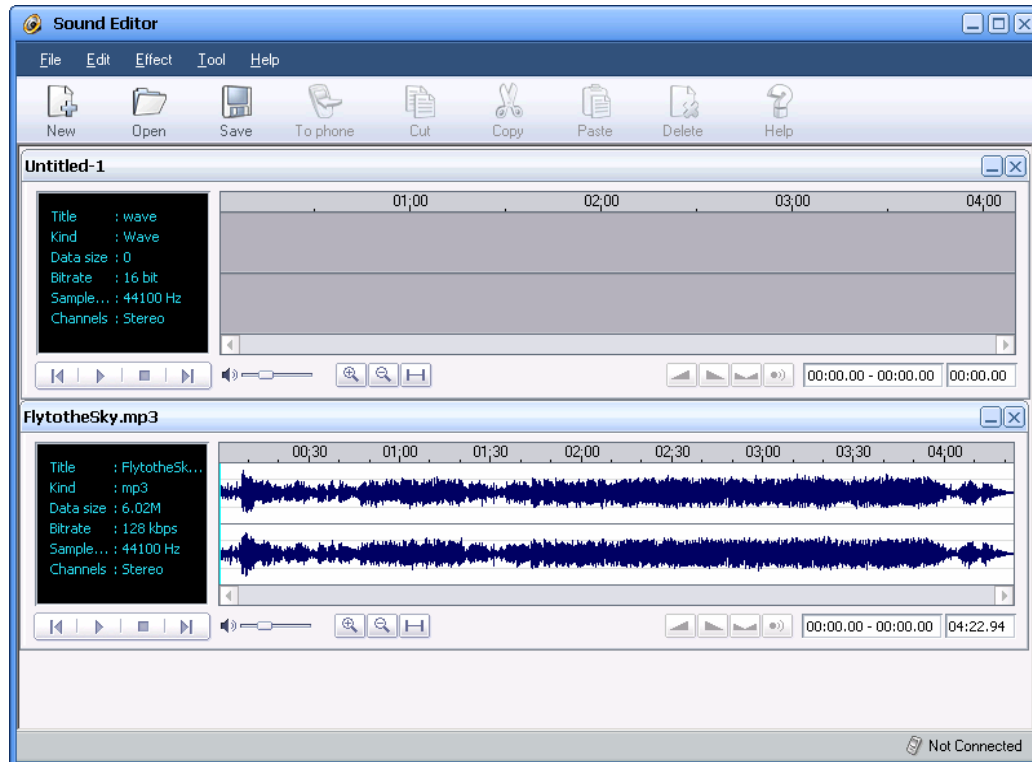
n Movie Editor (Edit movies)

- Allows you to produce and edit movies using multimedia content such as photos, movies, and sounds.



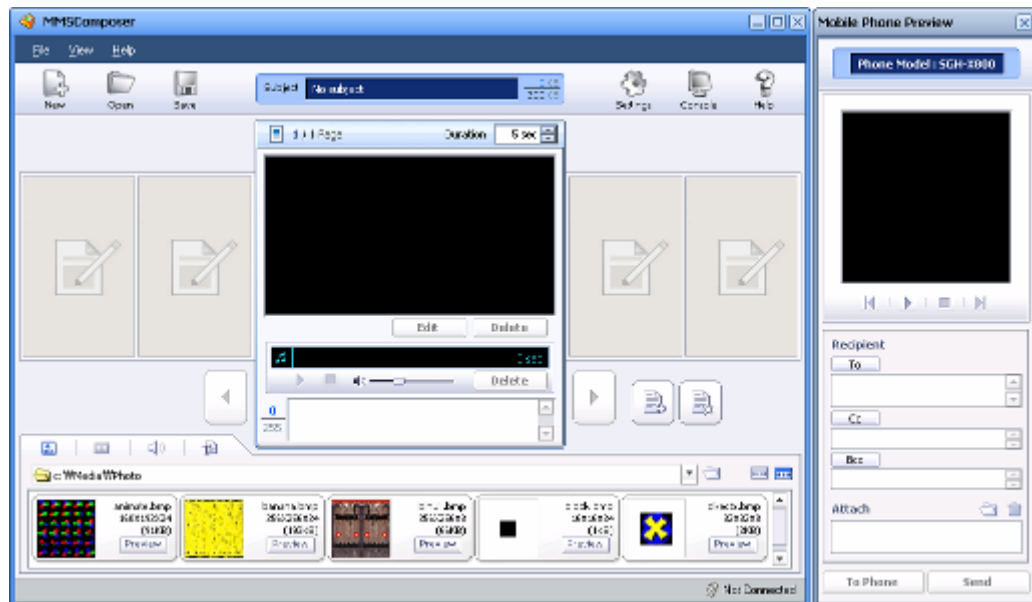
n Sound Editor (Edit sounds)

- Allows you to retrieve sound files in MP3 or AAC format and to edit and save the files by using the editing functions of cut and paste, and by applying effects.



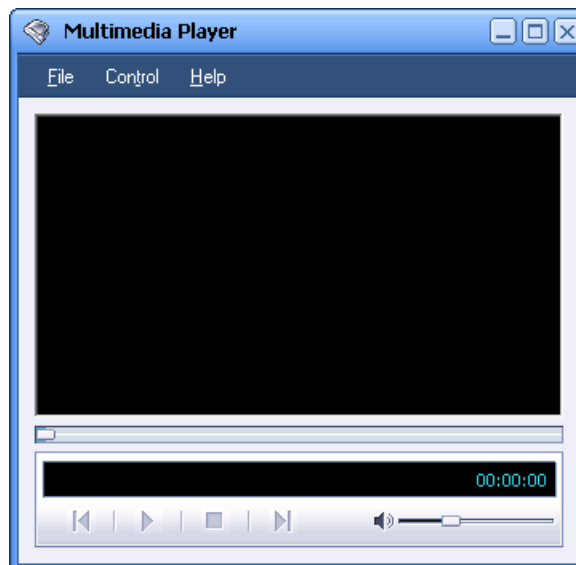
n MMS Composer (Compose multimedia messages)

- Allows you to make and edit multimedia messages using such content as photos, movies, sounds and text. The multimedia messages produced using MMS Composer can be saved to or sent via the connected Phone.



n Multimedia Player (Play multimedia files)

- Allows you to play multimedia files compatible with the Phone, such as multimedia messages, movies, and sounds.



1.3. Live Update

You can update your Samsung PC Studio to the latest version.

Live Update can be performed as follows.

1. Run Samsung PC Studio. In the Launcher window, select the **Tools > Live Update** menu. (Make sure the PC is connected to the internet.)
2. When the Welcome window appears, click the **Start** button.
3. The available program update list appears. Click the **Next** button.
4. Save all unsaved tasks and close all PC Studio applications. Click the **OK** button to proceed to the update process.
5. When the update is done, click the **Finish** button to close Live Update. (※ In case the Live Update program itself has been updated, click the **Start** button to repeat steps 3 to 5 for updating other components.)

2. Connection

2.1. Connecting Phone to PC

PC Studio connects a Samsung Electronics Phone (called the “Phone” hereinafter) to your PC, and provides various functions to manage the Phone data on your PC.

The PC can be connected to the Phone using four different connection types: **USB**, **Bluetooth**, **Infrared** or **Serial**. The connection type supported may vary depending on the Phone model, and can be checked in the manual provided with your Phone.

The procedures for connecting Phone to PC are as follows.

- ① Choose the connection type using the PC Studio Connection Wizard or Connection Manager.
(When PC Studio installation is complete, the Connection Wizard window opens automatically, guiding you on how to set the desired connection type.
When the initial setting has been done, you can also use the Connection Manager to specify the desired connection type.)
- ② Set up the Phone for connection. (E.g. select whether to use Bluetooth in the Bluetooth connection type)
- ③ Connect the Phone to the PC using the selected connection type.

2.2. Starting Connection Manager

Connection Manager can be started through either of the following:

- n** When Samsung PC Studio gets started, a Launcher window appears. In the Launcher window, select the pulldown menu **File > Connection**.
- n** Point to the Samsung PC Studio tray icon and click the right button of your mouse. When the Context menu appears, click **Connection**.
- n** In each Samsung PC Studio application, click **Connection** in the submenu of the pulldown menu **File**.

2.3. USB

For connection of Phone to PC via USB, select **USB** in the Connection Wizard window or click the **USB** icon in the main screen of Connection Manager. USB is marked in the **Select Connection Type** at the top, which means USB is selected as the connection type.

When **USB** is selected in Connection Manager (or Connection Wizard) and the Phone is connected to the PC via a USB data cable, PC Studio recognizes the connection. The Phone model and connection type are displayed in the connection status area at the bottom as follows.

n SGH-000 Connected via USB



For connection via USB, the USB driver for the Phone should be installed on the PC in advance.

2.4. Bluetooth

For connection of Phone to PC via **Bluetooth**, select **Bluetooth** and click the **Next** button in the Connection Wizard window that appears after program installation.

Alternatively, in the main screen of the Connection Manager, you can click the **Bluetooth** icon or click the **Wizard** button at the top, with the **Bluetooth** icon selected.

A Bluetooth connection can be made in two ways:

n Connect Phone to PC by using the Connection Wizard

- Select the “**Connect Phone to PC by using the Connection Wizard**” option and click the **Next** button. The next window shows whether the Bluetooth software is installed properly in your PC. Click the **Next** button to go to the next step.

(Some phone models may not support Auto Detection. If this is the case,

connect your phone by choosing a port manually according to the description below.)

- The next window shows a list of devices found via Bluetooth. From the list, select the phone that you want to connect and click the **Next** button to go to the next step.
- Enter a number in the PIN Code Request page and then click the **Send** button. A message appears in the Phone prompting for a PIN code. Enter the same number that you entered in the PC to pair the Phone and the PC via Bluetooth.
(If Auto Detection does not proceed normally, make sure that the Bluetooth hardware and software are installed properly in the PC and that, in the Bluetooth settings in your phone, the Bluetooth option is enabled and the Visibility option is set to "Visible". Depending on the phone model, it may prompt for confirmation on pairing with a PC more than once. Make sure to answer yes to all these prompts.)

n Connect Phone to PC by choosing a port manually

- If the Bluetooth software does not support or perform Auto Detection, you should choose a port manually to connect your phone to a PC.
- Choose the Bluetooth port number of the connected Bluetooth device. Then click the **Next** button to make a connection via Bluetooth.



- ※ For connection via Bluetooth, the Bluetooth device should be installed on the PC and the SPP (Serial Port Profile) of the device should be available. In addition, Bluetooth Pairing between PC and Phone is a prerequisite. For further information about SPP installation of a Bluetooth device, refer to the distributed software instructions.
- ※ For some phone models, the 'Connect Phone to PC by using the Connection Wizard' option may not work. Furthermore, some may also not support auto detection of Bluetooth software by the Connection Wizard. If so, you should first connect a DUN (Dial Up Networking) port with the Bluetooth software and then choose a port number manually. To check whether your phone supports a DUN port, refer to your phone's manual.

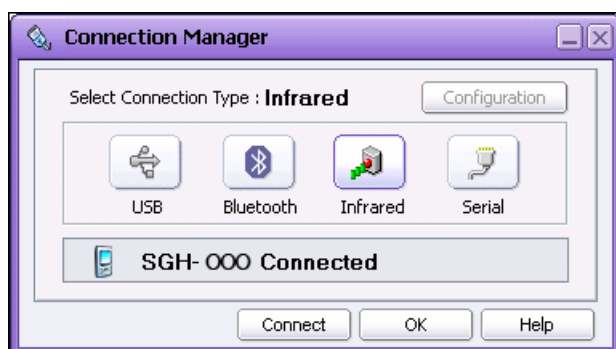
If the Bluetooth function is enabled in the Phone, the connection of the Phone is marked in the Connection Manager settings or Launcher as follows.

n SGH-000 Connected via Bluetooth

2.5. Infrared

For connection of Phone to PC via an Infrared port, select **Infrared** in the Connection Wizard window that appears after program installation or select the **Infrared** icon in the Connection Manager screen.

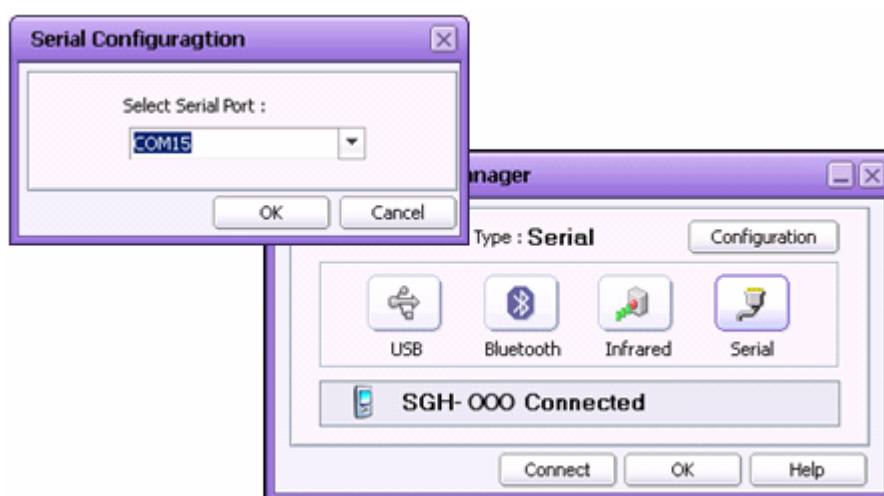
Activate the Infrared function of the Phone. When the PC and Phone are successfully connected via Infrared by directing the Phone at the PC's Infrared device terminal, PC Studio marks the connection.



2.6. Serial

For connection of Phone to PC via a Serial Data Cable, select **Serial** in the Connection Wizard window that appears after program installation or, in the main Connection Manager screen, click the **Serial** icon and **Configuration** button at the top right. Select the appropriate Serial Port and click the **OK** button.

When the Phone is connected to the Serial Port of the PC via a compatible Serial data cable, PC Studio marks the connection.



3. Phone Editor

3.1. Overview

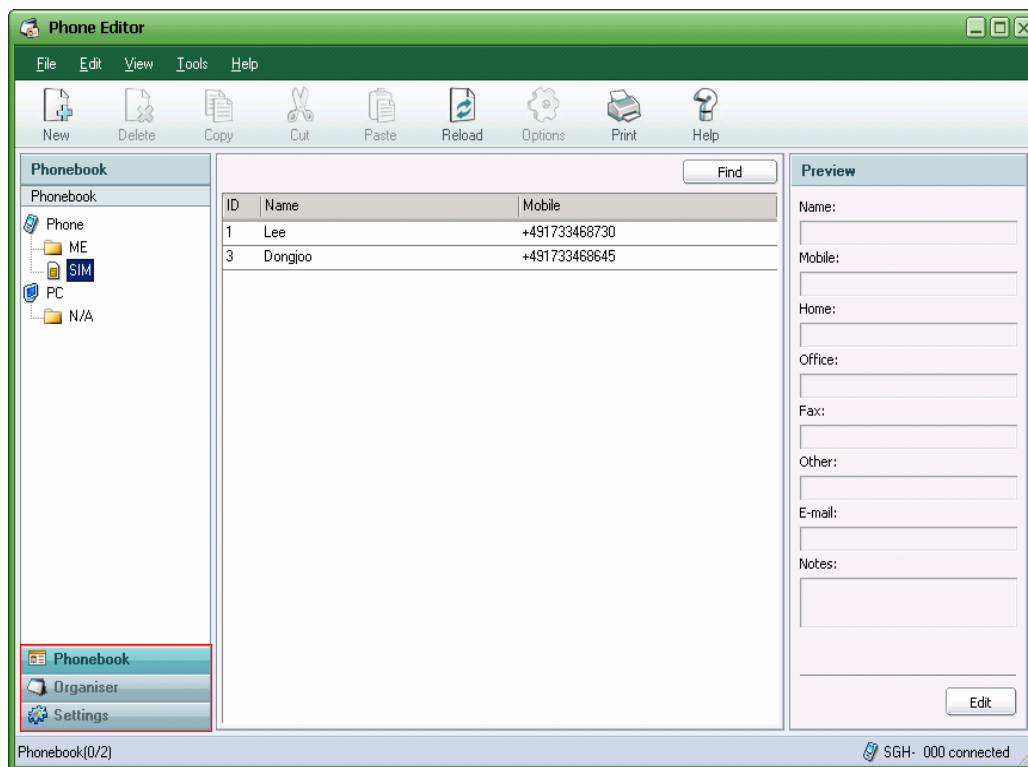
Phone Editor is a PC Studio application for easy management of such data as Phonebook, Organiser and the WAP Settings of a Samsung Electronics Phone.

Phone Editor allows you to retrieve, modify, delete, and add a variety of Phone data and copy it to a PC for storage.

The functions provided by Phone Editor are as follows.

- n Phonebook Management
- n Organiser Management
- n Settings Management

You can move to each function using the shortcut button on the left of Phone Editor's main screen.



3.2. Starting Phone Editor

Phone Editor can be started as follows.

- n When Samsung PC Studio gets started, a Launcher window appears. In the Launcher window, select the **Manage contacts and more** icon.

- n Point to the Samsung PC Studio tray icon and click the right button of your mouse. When the Context menu appears, click **Manage contacts and more**.

3.3. Phonebook Management

3.3.1. Overview

In the **Phonebook** screen of Phone Editor, you can manage Phonebook data saved in the Phone and the PC.

The Tree View on the left of the screen consists of a Phone folder and a PC folder. The Phone folder contains the in-built Phone memory and SIM. The subfolders of the Phone and PC folder are Phonebook groups.

Click a specific folder in the Tree View. The Contacts of the selected folder will be displayed in the List View.

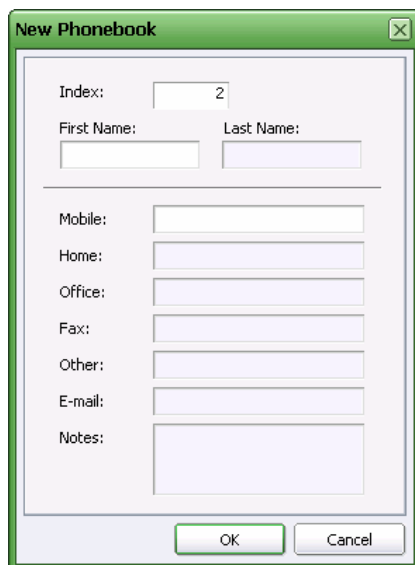
You can also display/hide fields by selecting the pulldown menu **View > Show Fields**.

※ When the Phone is not connected to the PC, the Phone folder is disabled, so you can only use the PC folder.

3.3.2. Creating New Contacts

New Contacts can be created in the Phone and PC folder as follows.

- ① Click the **New** button in the toolbar icons or select the pulldown menu **File > New**.
- ② When the **New Phonebook** window appears, type the data and click the **OK** button.



The data created by the above procedure is saved in the corresponding folder of the connected

Phone or PC immediately.

3.3.3. Modifying Contacts

The Contacts saved in the Phone and PC folder can be modified as follows.

- ① Select and double click the Contact item to modify in the List View or select the item and click the **Edit** button in **Preview**.
- ② When the **Edit Phonebook** window appears, modify the item and click the **OK** button.



The screenshot shows a window titled "Edit Phonebook" with a green border. Inside, there are input fields for contact information. The "Index:" field contains the number "3". The "First Name:" field contains "Dongjoo", and the "Last Name:" field is empty. Below these are fields for "Mobile:", "Home:", "Office:", "Fax:", "Other:", "E-mail:", and "Notes:". The "Mobile:" field contains the number "+491733468645". At the bottom of the window are two buttons: "OK" and "Cancel".

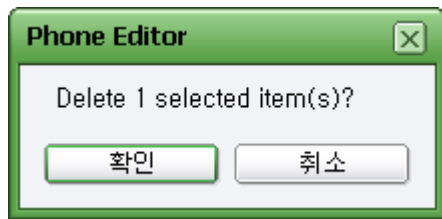
The Contact item modified by the above procedure is applied in the corresponding folder of the connected Phone or PC immediately.

3.3.4. Deleting Contacts

The Contacts saved in the Phone and PC folders can be deleted as follows.

- ① Select the Contact item to delete in the List View and press the Del key, or select the item and select the pulldown menu **Edit > Delete**.

- ② When the warning window appears, click the **OK** button to confirm deletion.



The item deleted by the above procedure is removed from the corresponding folder of the connected Phone or PC immediately and cannot be restored.

3.3.5. Transferring Contacts between Phone and PC

Phone Editor allows you to copy and transfer the Phone and PC Contact information. The Phone Contacts can be backed up to the PC and restored later when necessary.

Contact items can be copied and transferred between Phone and PC as follows.

- ① Select the item to copy or transfer in the Phone or PC folder and click the right button of the mouse.
- ② When the menus appear, select **Copy** or **Cut**.
- ③ In the Tree View, select the folder where the selected item is to be copied or transferred. In the List View, select an empty area and click the right button of the mouse.
- ④ When the menus appear, select **Paste**.

※ For data copy and transfer, a Drag and Drop function is supported.

3.4. Organiser Management

3.4.1. Overview

In the Phone Editor **Organiser** screen you can manage the Organiser data saved in the Phone and PC.

The shortcut area on the left of the screen is divided into a Phone area and a PC area and each area consists of **Schedule**, **Anniversary**, **Task**, and **Memo** shortcuts.

Click a specific shortcut. The Organiser items saved for the PC or Phone are displayed in the List View.

You can also display/hide fields by selecting the pulldown menu **View > Show Fields**.

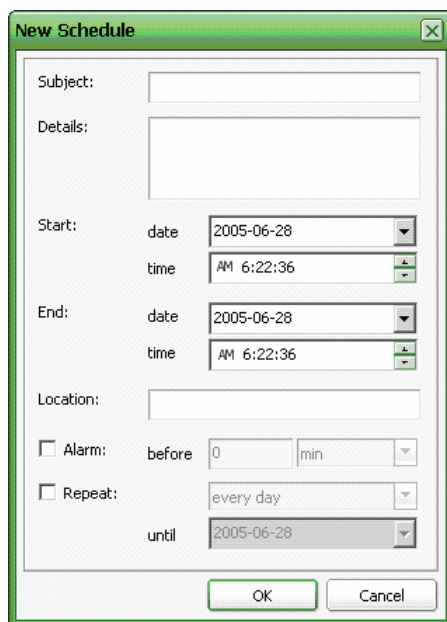
※ When the Phone is not connected to a PC, the Phone area is disabled, so you can only use the PC area.

- ※ The use of the **Schedule**, **Anniversary**, **Task**, and **Memo** items may be limited depending on the model of Phone connected. The limited items cannot be used in this function.

3.4.2. Creating New Organiser Items

New Organiser items can be created in the Phone and PC areas as follows.

- ① Click the **New** button in the toolbar or select the pulldown menu **File > New**.
- ② When the **New Appointment** (or **Anniversary**, **Task**, or **Memo**) window appears, add details and click the **OK** button.



The item created by the above procedure is saved in the corresponding archive of the connected Phone or PC immediately.

3.4.3. Modifying Organiser Items

Organiser items saved in the Phone and PC areas can be modified as follows.

- ① Select and double click the item to modify in the Organiser List View, or select the item and click the **Edit** button in **Preview**.
- ② When the **Edit Appointment** (or **Anniversary**, **Task**, **Memo**) window appears, modify the item and click the **OK** button.

Edit Schedule

Subject: Easter Day

Details:

Start: date 2005-06-28 time AM 6:22:36

End: date 2005-06-28 time AM 6:22:36

Location:

☐ Alarm: before 0 min

☒ Repeat: until 2007-04-09

OK Cancel

The item modified by the above procedure is applied in the corresponding archive of the connected Phone or PC immediately.

3.4.4. Deleting Organiser Items

Organiser items can be deleted as follows.

- ① Select the item to delete in the Organiser List View and press the Del key, or select the item and select the pulldown menu **Edit > Delete**.
- ② When the warning window appears, click the **OK** button to confirm deletion.

The item deleted by the above procedure is removed from the corresponding archive of the connected Phone or PC immediately and cannot be restored.

3.4.5. Transferring Organiser Items between Phone and PC

The Phone Editor allows you to copy and transfer Phone and PC Organiser items. Phone Organiser items can be backed up to the PC and restored later when necessary.

The Organiser items can be copied and transferred between Phone and PC as follows.

- ① Select the item to copy or transfer in the List View and click the right button of the mouse.
- ② When the menus appear, select **Copy** or **Cut**.
- ③ In the left shortcut area, select the shortcut. In the List View, select an empty area and click the right button of the mouse.
- ⑤ When the menus appear, select **Paste**.

- ※ For copy and transfer, a Drag and Drop function is supported.
- ※ Copy and transfer is possible only between the same **Organiser** items. (e.g. **Schedule** -> **Schedule**, **Anniversary** -> **Anniversary** etc.)

3.5. Settings Management

3.5.1. Overview

In the Phone Editor **Settings** screen, you can manage various Settings data.

The shortcut area on the left of the screen shows Setting items supported by the connected Phone model. When a specific shortcut is selected, the current setup values of the connected phone are displayed in the List View.

- ※ The Settings Management function is enabled only when the Phone is connected to the PC.
- ※ Only those Setting items supported by the connected Phone model are shown.

3.5.2. Connection Profile Setting

The Connection Profile item provides the management functions for Settings data related to Phone Connection as follows.

n Creating New Connection Profiles

- New Connection Profiles can be created.
- When you click the **New** button in the toolbar icons, a **New Profile** window appears. Input the data and click the **OK** button.
- The created Connection Profile is saved in the connected Phone immediately.

n Modifying Connection Profiles

- Phone Connection Profiles can be modified.
- Select and double click the data to modify in the Connection Profile list, or select the data and click the **Edit** button in **Preview**. When the **Edit Profile** window appears, modify the data and click the **OK** button.
- The modified Connection Profiles are applied to the connected Phone immediately.

n Deleting Connection Profiles

- Phone Connection Profiles can be deleted.
- Select the data to delete in the Connection Profile list and press the Del key, or select the data and select the pulldown menu **Edit > Delete**.
- When the warning window appears, click the **OK** button to confirm deletion.
- The deleted data is removed from the connected Phone immediately and cannot be restored.

3.6. Importing and Exporting

Phone Editor allows you to export the data saved in the PC folder to external data in another format or to import external data in another format to the PC folder of Phone Editor.

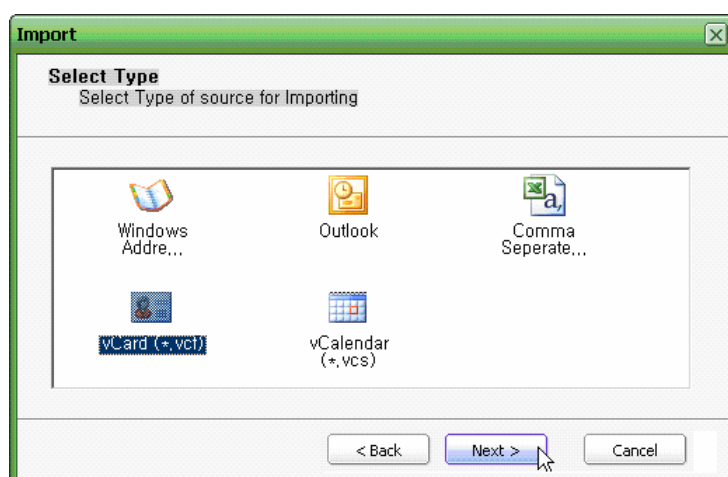
3.6.1. Importing

The range of external data that can be imported to the PC folder of Phone Editor is as follows.

- n Microsoft® Outlook Express Contacts (Windows Address Book)
- n Microsoft® Outlook® Contacts
- n Microsoft® Outlook® Calendar
- n Microsoft® Outlook® Tasks
- n Microsoft® Outlook® Notes
- n Comma Separated Values Files
- n vCard Files
- n vCalendar Files

Various external data can be imported to the Phone Editor (PC archive) as follows.

- ① Select the pulldown menu **File > Import** in Phone Editor.
- ② When the **Import** window appears, select the data to import and click the **Next** button.



- ③ Select the details following the procedures presented according to the type of selected data.
- ④ When the import is finished, you can check that the selected data has been imported to the Phone Editor **Phonebook** or the **Organiser** (PC archive).

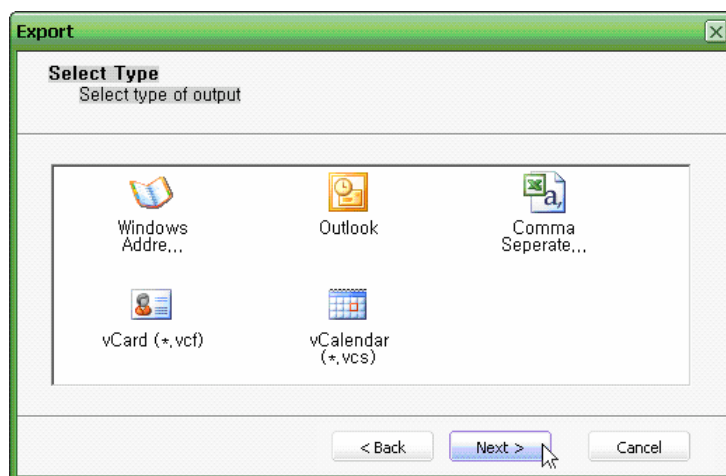
3.6.2. Exporting

The range of external data that can be exported to the Phone Editor (PC archive) is as follows.

- n Microsoft® Outlook Express Contacts (Windows Address Book)
- n Microsoft® Outlook® Contacts
- n Microsoft® Outlook® Calendar
- n Microsoft® Outlook® Tasks
- n Microsoft® Outlook® Notes
- n Comma Separated Values Files
- n vCard Files
- n vCalendar Files

Data from the Phone Editor **Phonebook** or the **Organiser** (PC archive) can be exported to external files as follows.

- ① Select the pulldown menu **File > Export** in Phone Editor.
- ② When the **Export** window appears, select the data to export and click the **Next** button.



- ③ Select the details following the procedures presented according to the type of selected data.
- ④ When the export is finished, you can check that the selected data from the Phone Editor (PC archive) has been exported to the target external data.

4. Message Manager

4.1. Overview

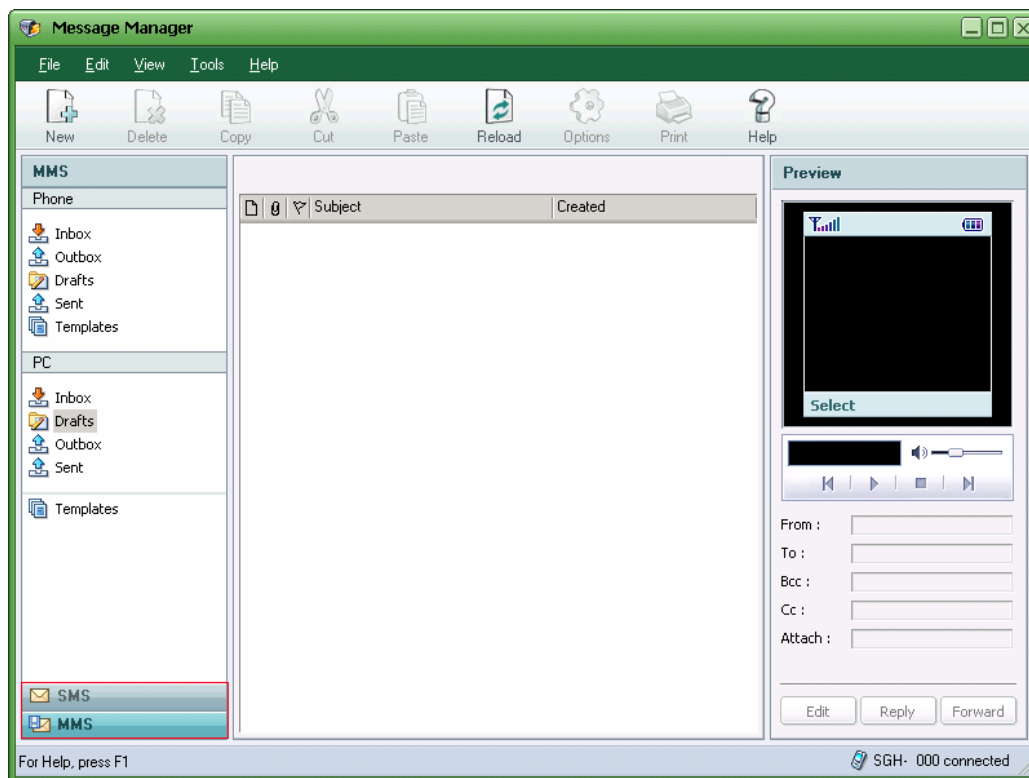
The Message Manager application is provided for easy management of Samsung Electronics Phone message, such as text message and multimedia message.

Message Manager allows you to back up messages saved in the Phone to the PC or to transfer messages created on the PC directly to the connected Phone.

The functions of Message Manager are as follows.

- n Text Message Management (SMS)
- n Multimedia Message Management (MMS)

You can use each function by selecting the shortcut button on the left of Message Manager's main screen.



4.2. Starting Message Manager

Message Manager can be started as follows.

- n When Samsung PC Studio gets started, a Launcher window appears. In the Launcher window, click the **Manage messages** icon.

- n Point to the Samsung PC Studio tray icon and click the right button of your mouse. When the Context menu appears, click **Manage messages**.

4.3. Text Message Management

4.3.1. Overview

In the **SMS** screen of Message Manager, you can manage or back up the text messages saved in the Inbox, Outbox, and Drafts of the Phone to the PC.

The Tree View on the left of the screen is divided into a Phone folder and PC folder. Each folder consists of Inbox, Outbox, Sent and Drafts. You can manage Text Message Templates saved in the Templates folder separately.

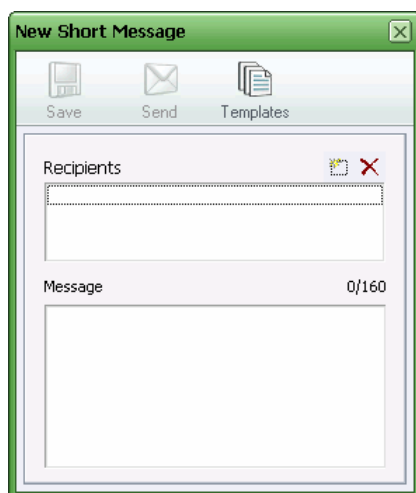
Click a specific folder in the Tree View. The Message list saved in the folder is displayed in the List View.

- ※ When the Phone is not connected to a PC, the Phone folder is disabled, so you can only use the PC folder.

4.3.2. Creating New Text Messages

New Text Messages can be created in the Phone and PC Drafts folder as follows.

- ① Select the Drafts folder of the Phone or PC and click the **New** button in the toolbar icons, or select the pulldown menu **File > New > SMS**.
- ② When the **New Short Message** window appears, add details and click the **Save** button.



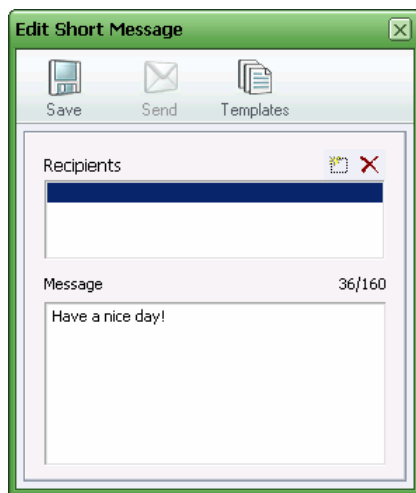
The message created by the above procedure is saved in the corresponding folder of the connected Phone or PC immediately.

※ Messages cannot be created in the Inbox or Outbox.

4.3.3. Modifying Text Messages

Text Messages in the Drafts folder of the Phone and PC can be modified as follows.

- ① Select the Drafts folder in the Phone or PC and select and double click the message to modify in the List View on the right, or select the message and click the **Edit** button in the Preview area.
- ② When the **Edit Short Message** window appears, modify the message and click the **OK** button.



The message modified by the above procedure is applied in the corresponding folder of the connected Phone or PC immediately.

※ Inbox and Outbox Messages cannot be modified.

4.3.4. Deleting Text Messages

Text Messages saved in the Phone and PC can be deleted as follows.

- ① Select Inbox, Outbox, or Drafts in the Phone or PC, and the message to delete in the List View, and then press the Del key, or select the pulldown menu **Edit > Delete**.
- ② When the warning window appears, click the **OK** button to confirm the deletion.

The message deleted by the above procedure is deleted from the corresponding folder of the connected Phone or PC immediately and cannot be restored.

4.3.5. Transferring Text Messages between Phone and PC

Message Manager allows you to copy and transfer Text Messages saved in the Inbox, Outbox, Sent or Drafts of the Phone to the PC for backup. Text Messages saved in the Phone Drafts folder can be backed up to the PC and restored to the Phone. (Notice: Messages in the Phone Inbox, Outbox, or Sent can be backed up to the PC but cannot be restored to the Phone.)

Text Messages in the Phone Inbox, Outbox or Drafts can be copied and transferred to the PC as follows.

- ① Select the data to copy and transfer in the message list of the Inbox, Outbox or Drafts folders of the Phone and click the right button of the mouse.
- ② When the menus appear, select **Copy** or **Cut**.
- ③ In the Tree View, select the PC folder where the selected message is to be copied or transferred. In the List View, select an empty area and click the right button of the mouse.
- ④ When the menus appear, select **Paste**.

Drafts data saved in the PC area can be copied or transferred to the Phone Drafts folder by using the above procedures.

- ※ For copy and transfer, a Drag and Drop function is supported.
- ※ Messages saved in the Phone Inbox, Outbox or Drafts can be copied and transferred to the same categories of the PC. (e.g. Phone Inbox -> PC Inbox, Phone Outbox -> PC Outbox, Phone Drafts -> PC Drafts)

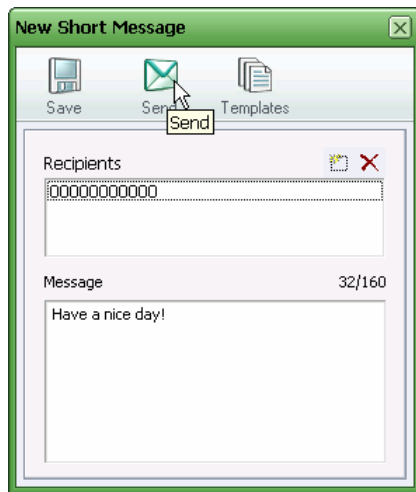
4.3.6. Sending Text Messages

Message Manager allows you to create and send new Text Messages or to select and send the Text Messages saved in Drafts via the connected Phone.

New Text Messages can be created and sent as follows.

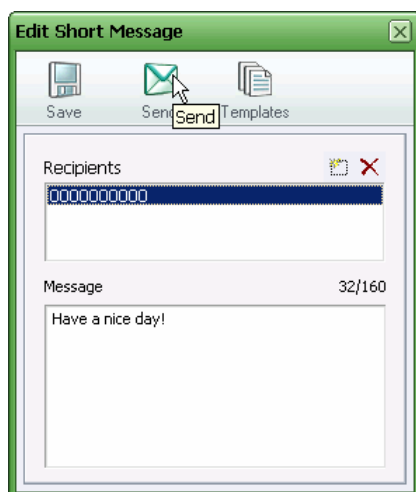
- ① Select the Drafts folder of the Phone or PC and click the **New** button in the toolbar icons, or select the pulldown menu **File > New > SMS**.

- ② When the **New Short Message** window appears, add details and click the **Send** button.



Text Messages saved in Drafts are selected and sent as follows.

- ① Select the Drafts folder of the Phone or PC and double click the Text Message to send in the List View.
- ② When the **Edit Short Message** window appears, check the contents of the text to send, modify it if necessary, and then click the **Send** button.



- ※ The Sending Text Message function is available only when the Phone is connected to a PC.
- ※ Whether or not the Text Message was successfully sent can be checked by retrieving the Phone Sent.

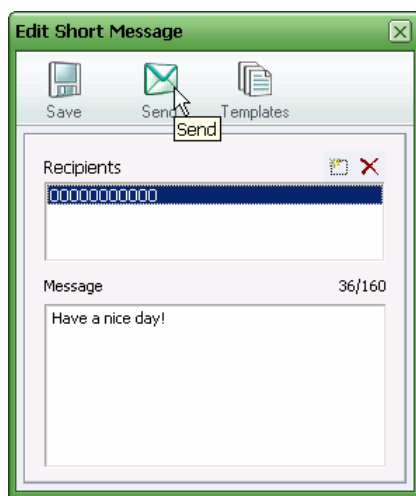
4.3.7. Forwarding or Replying to Text Messages

Message Manager allows you to forward or reply to Text Messages saved in the Inbox and

Outbox of the Phone and PC.

Forwarding or Replying to Text Messages can be done as follows.

- ① Select the Inbox (or Outbox) folder of the Phone or PC.
- ② In the List View, select the Text Message to be replied to (or forwarded).
- ③ Select the pulldown menu **File > Reply** (or **File > Forward**), or click the **Reply** or **Forward** button in **Preview**.
- ④ When the **Edit Short Message** window appears, add details and click the **Send** button.



※ The Replying to and Forwarding Text Message function is available only when the Phone is connected to a PC.

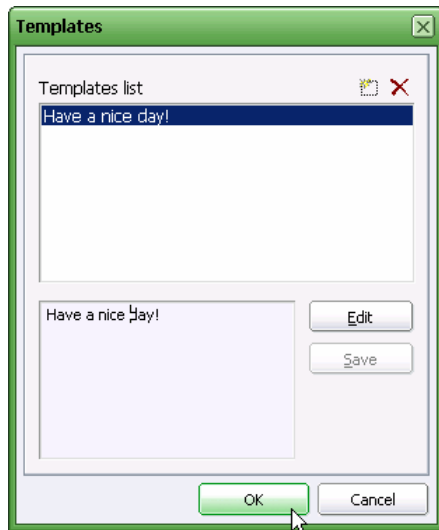
4.3.8. Using Templates

Templates allows you to save and retrieve frequently used sentences when you create a new Text Message.

A new Text Message can be created in the Templates folder as follows.

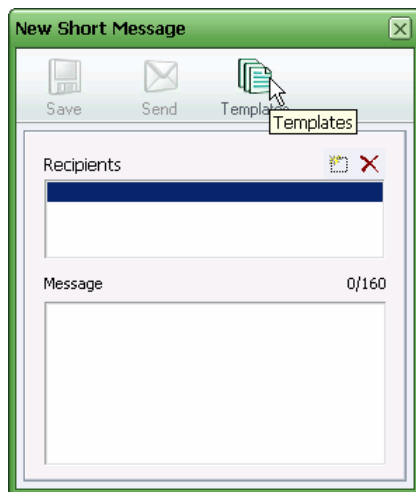
- ① Select the Templates folder and click the **New** button in the toolbar icons, or select the pulldown menu **File > New > SMS**.

- ② When the **Templates** window appears, add details and click the **OK** button.

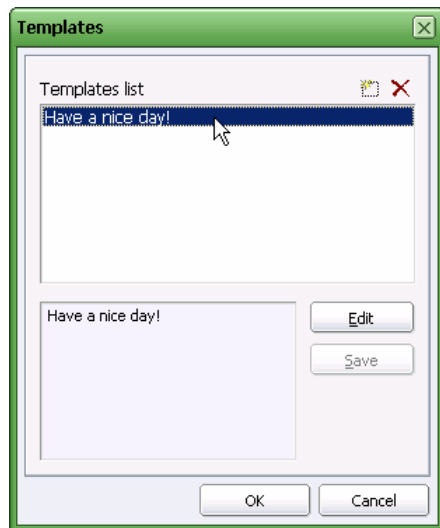


Templates can be retrieved when a new message is created as follows.

- ① Select the Drafts folder of the Phone or PC and click the **New** button in the toolbar icons, or select the pulldown menu **File > New > SMS**.
- ② When the **New Short Message** window appears, click the **Templates** button.



- ③ When the **Templates** window appears, select the title of a Template to retrieve and click the **OK** button.



4.4. Multimedia Message Management

4.4.1. Overview

In the **MMS** screen of Message Manager, you can manage or back up the multimedia messages saved in the Inbox, Outbox, Sent and Drafts of the Phone to the PC.

The Tree View on the left of the screen is divided into a Phone folder and a PC folder and each folder consists of Inbox, Outbox, Sent and Drafts folders. The PC folder contains a Templates folder for the management of Multimedia Message Templates.

Click a specific folder in the Tree View. The Messages saved in the folder are displayed in the List View.

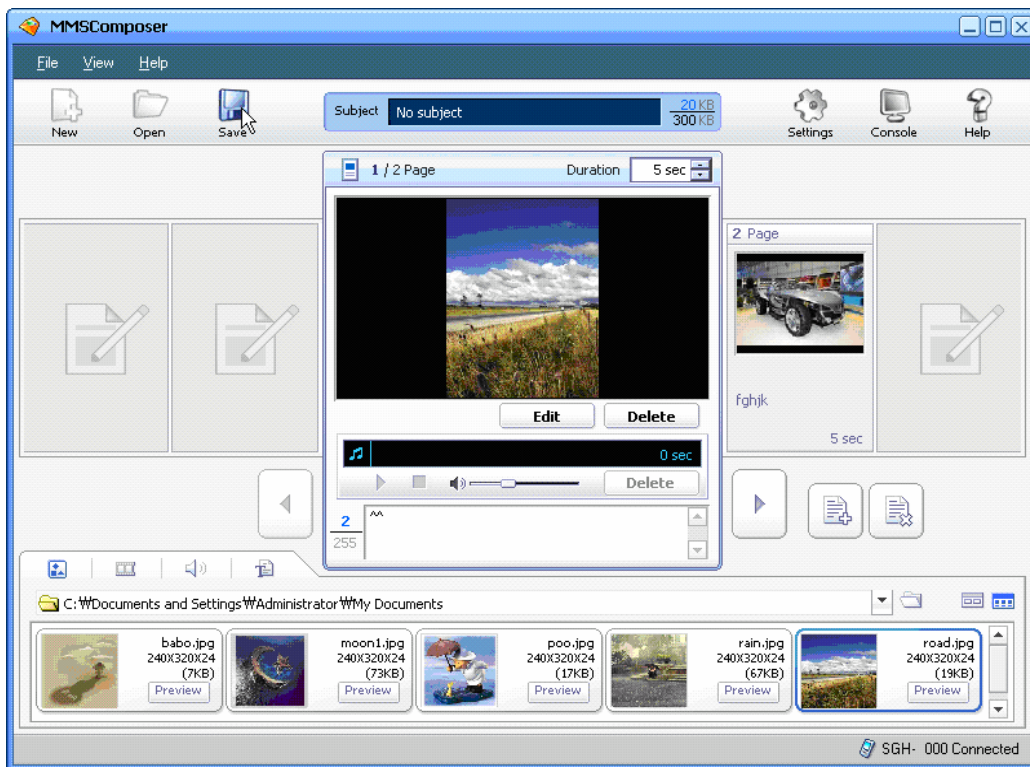
※ If the Phone is not connected to the PC, the Phone folder is disabled, so you can only use the PC folder.

4.4.2. Creating New Multimedia Messages

A new multimedia message can be created in the Drafts folder of the Phone and PC as follows.

- ① Select the Drafts folder of the Phone or PC and click the **New** button in the toolbar icons, or select the pulldown menu **File > New > MMS**.
- ② MMS Composer starts up, to create a new multimedia message.

- ③ Create a new multimedia message using MMS Composer and click the **Save** button in the toolbar icons. Select the folder to save the created message in and click the **OK** button.



The message created by the above procedure is saved in the corresponding folder of the connected Phone or PC immediately.

- ※ Messages cannot be created in the Inbox or Outbox.
- ※ See the Help section of MMS Composer for how to create multimedia messages.
- ※ Data exceeding the multimedia message capacity limits permitted by the connected Phone will not be saved in the Phone.

4.4.3. Modifying Multimedia Messages

Multimedia messages in the Drafts folder of the Phone and PC can be modified as follows.

- ① Select the Drafts folder of the Phone or PC and select and double click the message to modify in the List View, or select the message and click the **Edit** button in the Preview area.
- ② MMS Composer starts up, to modify the selected multimedia message.
- ③ Modify the selected multimedia message using MMS Composer and click the **Save** button in the toolbar icons. Select the folder to save the modified message in and click

the **OK** button.

The message modified by the above procedure is applied in the corresponding folder of the connected Phone or PC immediately.

- ※ Messages cannot be modified in the Inbox or Outbox.
- ※ Data exceeding the multimedia message capacity limits permitted by the connected Phone will not be saved in the Phone.

4.4.4. Deleting Multimedia Messages

Multimedia messages saved in the Phone and PC can be deleted as follows.

- ① Select Inbox, Outbox, or Drafts in the Phone or PC and select the message to delete in the List View. Press the Del key, or select the pulldown menu **Edit > Delete**.
- ② When the warning window appears, click the **OK** button to confirm the deletion.

The message deleted by the above procedure is removed from the corresponding folder of the connected Phone or PC immediately and cannot be restored.

4.4.5. Transferring Multimedia Messages between Phone and PC

Message Manager allows you to copy and transfer multimedia messages saved in the Inbox, Outbox, Sent or Drafts of the Phone to the PC for backup. Multimedia messages saved in the Phone Drafts folder can be backed up to the PC and restored to the Phone. (Notice: Messages in the Phone Inbox, Outbox, or Sent can be backed up to the PC but cannot be restored to the Phone.)

Multimedia messages in the Inbox, Outbox or Drafts of the Phone can be copied and transferred to a PC as follows.

- ① Select the message to copy and transfer in the List View of the Inbox, Outbox or Drafts folder of the Phone and click the right button of the mouse.
- ② When the menus appear, select **Copy** or **Cut**.
- ③ In the Tree View, select the PC folder where the selected message is to be copied or transferred. In the List View, select an empty area and click the right button of the mouse.
- ④ When the menus appear, select **Paste**.

Draft messages saved in the PC can be copied or transferred to the Drafts folder of the Phone by using the above procedures.

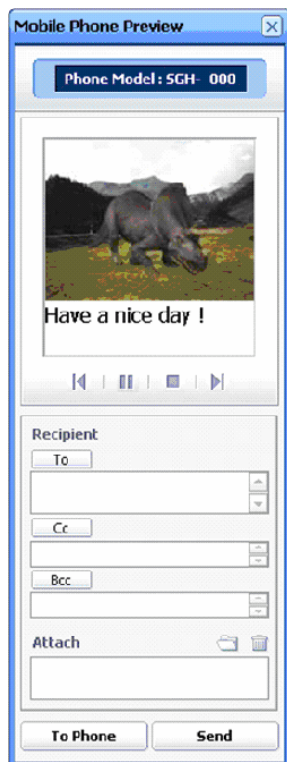
- ※ For copying and transferring, a Drag and Drop function is supported.
- ※ Inbox, Outbox or Draft messages of the Phone can be copied and transferred to the same category of the PC. (e.g. Phone Inbox -> PC Inbox, Phone Outbox -> PC Outbox, Phone Draft -> PC Draft)

4.4.6. Sending Multimedia Messages

Message Manager allows you to create and send new multimedia messages using MMS Composer, or to select and send the multimedia messages saved in Drafts via the connected Phone.

New multimedia messages can be created and sent as follows.

- ① Select the Drafts folder of the Phone or PC and click the **New** button in the toolbar icons, or select the pulldown menu **File > New > MMS**.
- ② MMS Composer starts up, to create a new multimedia message.
- ③ Create a new multimedia message using MMS Composer and click the **Preview** button in the toolbar icons.
- ④ A Preview window appears for you to play the multimedia message created. Fill in the **Recipient**, **Cc** and **Bcc** boxes at the bottom of the Preview window and click the **Send** button.



Multimedia messages saved in the Drafts folder can be selected and sent as follows.

- ① Select the Drafts folder of the Phone or PC area and double click the multimedia message to send in the list.
 - ② MMS Composer starts up, to modify the selected multimedia message.
 - ③ Modify the selected multimedia message using MMS Composer and click the **Preview** button in the toolbar icons.
 - ④ A Preview window appears for you to play the modified multimedia message. Fill in the **Recipient**, **Cc** and **Bcc** boxes at the bottom of the Preview window and click the **Send** button.
- ※ The Sending Multimedia Message function is enabled only when the Phone is connected to a PC.
- ※ Whether or not the multimedia message was successfully sent can be checked by retrieving the Outbox of the Phone.

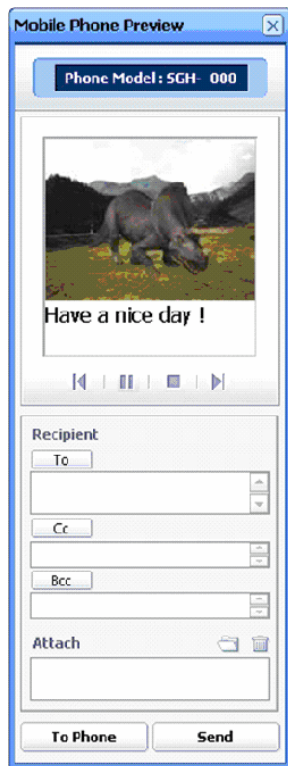
4.4.7. Forwarding or Replying to Multimedia Messages

Message Manager allows you to forward or reply to multimedia messages saved in the Inbox and Outbox of the Phone and PC.

Forwarding or replying to multimedia messages can be done as follows.

- ① Select the Inbox (or Outbox) folder of the Phone or PC.
- ② In the List View, select the Multimedia Message to be replied to (or forwarded).
- ③ Select the pulldown menu **File > Reply** (or **File > Forward**), or click the **Reply** or **Forward** button in Preview.
- ④ MMS Composer then starts up. Write a multimedia message using MMS Composer and then click the **Preview** button in the toolbar icons.

- ⑤ A Preview window appears for you to play the multimedia message. Fill in the **Recipient**, **Cc** and **Bcc** boxes at the bottom of the Preview Window and click the **Send** button.



※ The Replying to or Forwarding Multimedia Messages function can only be used when the Phone is connected to the PC.

4.4.8. Using Templates

The Templates part of the PC area allows you to save and retrieve frequently used multimedia messages when you create a new multimedia message.

A new multimedia message can be created in Templates area as follows.

- ① Select the Templates part of the PC area and click the **New** button in the toolbar icons, or select the pulldown menu **File > New > MMS**.
- ② MMS Composer starts up, to create a new multimedia message.
- ③ Create a new multimedia message using MMS Composer and click the **Save** button in the toolbar icons. Select the Templates for the area to save the message and click the **OK** button.

When a new message is created, Templates can be retrieved as follows.

- ① Select the Drafts folder in the Phone or PC and click the **New** button in the toolbar icons, or select the pulldown menu **File > New > MMS**.

- ② MMS Composer starts up, to create a new multimedia message.
- ③ Click the **Open** button in the toolbar icons and the **Open Message** window appears.
Select the Templates folder.
- ④ Create a multimedia message using the selected Template Multimedia Message.

5. PC Sync

5.1. Overview

The PC Sync application allows you to synchronize personal information data between a Samsung Electronics Phone and the personal information management software of a PC.

Using the PC Sync function, you can easily apply the most recent data contained in one device to other devices, since this application synchronizes data differences resulting from independent use of two different devices according to their own rules.

PC Sync allows you to synchronize the Phonebook and Organiser items of a Samsung Electronics Phone and the personal information data of Microsoft® Outlook® and Microsoft® Outlook Express.

The personal information management applications of a PC and the synchronization items of a Phone supported by PC Sync are as follows.

n Microsoft® Outlook®

- Contacts: Synchronized with Phonebook items in the Phone.
- Calendar: Synchronized with Schedule, Anniversary, and Miscellaneous items in the Phone. (Some functions may not be supported on specific phone models.)
- Tasks: Synchronized with Task items in the Phone.
- Notes: Synchronized with Memo items in the Phone.

n Microsoft® Outlook Express

- Windows Address Book: Synchronized with Phonebook items in the Phone.

※ PC Sync may not be supported for Microsoft® Outlook® Notes, depending on the specifications of the connected Phone.

5.2. Starting PC Sync

PC Sync can be started as follows.

- n** When Samsung PC Studio gets started, a Launcher window appears. In the Launcher window, click the **Synchronize** icon.
- n** Point to the Samsung PC Studio tray icon of and click the right button of your mouse. When the Context menu appears, click **Synchronize**.

5.3. Synchronizing

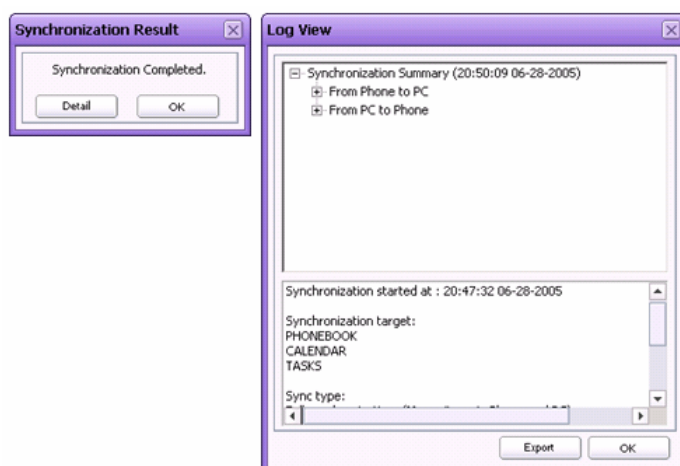
Check the items to synchronize in the main screen of PC Sync and click the **Sync** button in the toolbar icons. The checked items begin to be synchronized.



The **Sync** button in the toolbar icons is only enabled when the Phone is connected to a PC.

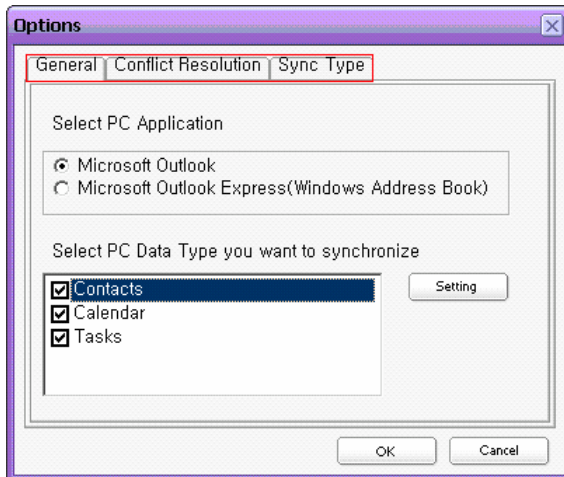
When synchronization begins, the current status of the synchronization process is expressed in the main screen. If you want to stop the process, click the **Stop** button in the toolbar icons.

When synchronization is complete, a window showing completion of synchronization appears. Click the **Detail** button to display details of the synchronized data.



5.4. Options and Settings

Click the **Options** button in the toolbar icons of the PC Sync main screen to set up the settings for PC Sync.

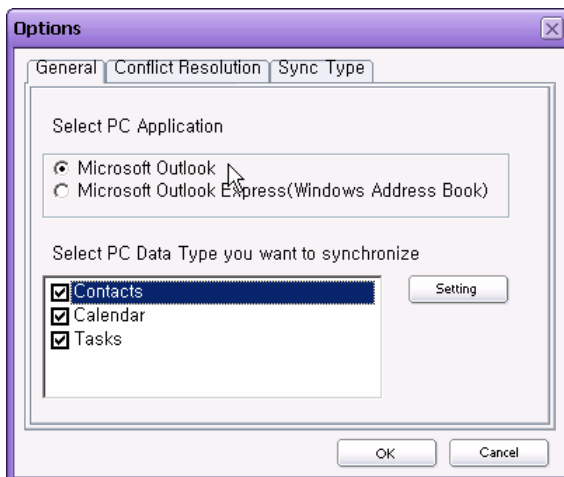


5.4.1. General Options

The **General** tab of the **Options** window allows you to select the personal information management program of your PC to synchronize with the Phone and to set up in detail the items to synchronize that are provided by each program.

n Select PC Application.

- Select either Microsoft® Outlook® or Microsoft® Outlook Express.
(The selected application must already be installed on the PC.)

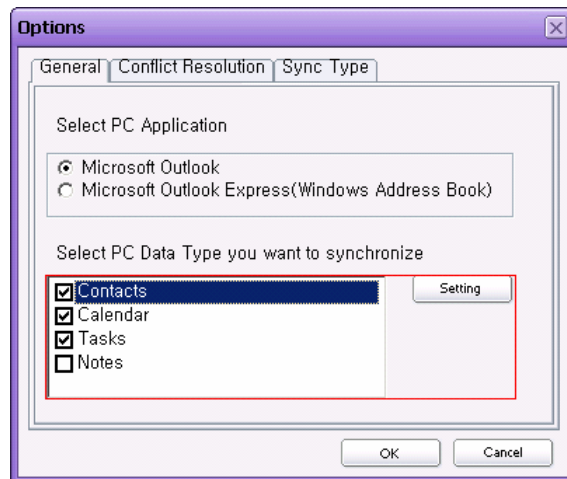


n Select PC Data Type you want to synchronize.

- Supported synchronization items according to the selected PC application type are displayed. (For Microsoft® Outlook®, Contacts, Calendar, Tasks, and Notes are supported. For Microsoft® Outlook Express, only the Contacts item is

supported.)

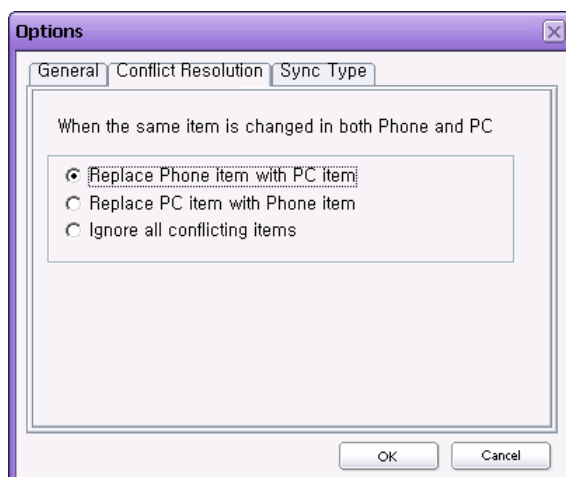
- Check the item to synchronize in the supported items.
- For setting of the items in detail, select the item and click the **Settings** button on the right.
- When the **Settings** window appears, set up the detailed data for each item, such as the folder and the period of synchronization.



5.4.2. Conflict Resolution

The **Conflict Resolution** tab of the **Options** window allows you to select how to resolve conflicts in the synchronization of data.

Data conflicts occur when data on the same item is changed or deleted in either or both devices after synchronization. In this case it is necessary to determine which item of data is definitive.



Users can select one of the following three ways to resolve data conflicts.

n Replace Phone item(s) with PC item(s)

- PC data is applied in all conflict cases.

n Replace PC item(s) with Phone item(s)

- Phone data is applied in all conflict cases.

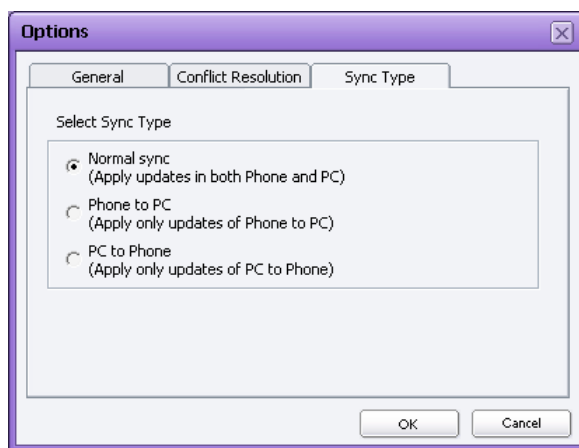
n Ignore all conflicting items

- No data conflicts are synchronized. The different data is kept as it is in both devices.

※ When you select **Ignore all conflicting items** for **Conflict Resolution**, if you then edit some data in your device, delete the matching data in the other device, and then start Sync, both sets of data in both devices will be deleted.

5.4.3. Selecting Sync Type

The **Sync Type** tab of the **Options** window allows you to select synchronization type.



PC Sync supports the following three synchronization types.

n Normal Sync

- The modified, deleted, and added data of the Phone and/or the PC is applied to both devices.

n Phone to PC

- The modified, deleted, and added data of the Phone is applied to the PC.

n PC to Phone

- The modified, deleted, and added data of the PC is applied to the Phone.

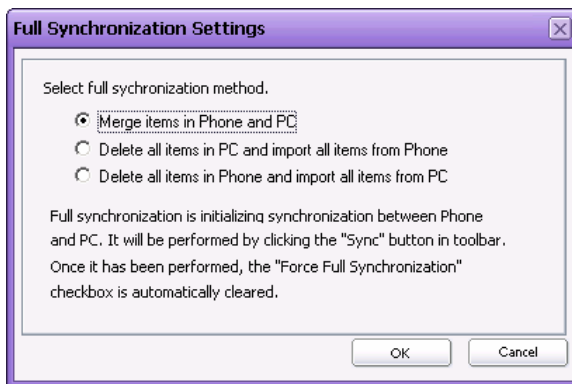
※ PC Sync returns to **Normal Sync** after synchronization is completed.

5.5. Full Synchronization

The Full Synchronization function initializes synchronization between the two devices. This is

applied when the Phone and the PC are synchronized for the first time or when the data in the Phone or the PC is damaged after synchronization.

When you check **Force Full Synchronization** in the PC Sync main screen, the window in which to set up details appears. Select one of the three types and click the **OK** button.



The three types of Full Synchronization are as follows.

n Merge items in Phone and PC

- The Phone items are imported into the PC and PC items are imported into the Phone. The Phone and PC items are fully merged and synchronized.

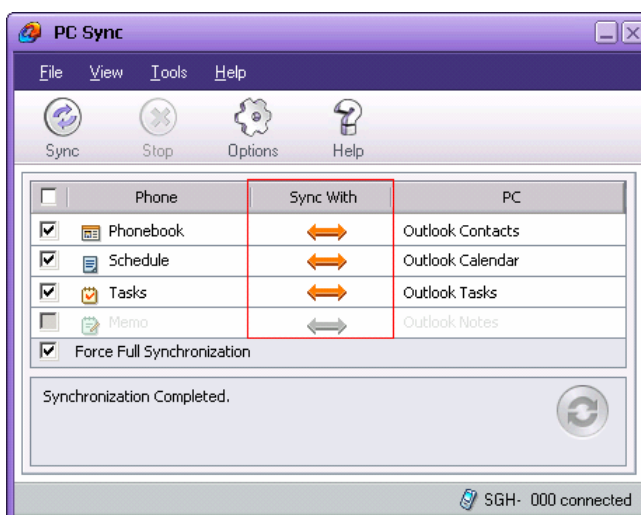
n Delete all items in PC and import all items from Phone

- The PC items are all deleted and the Phone items are imported into the PC.

n Delete all items in Phone and import all items from PC

- The Phone items are all deleted and the PC items are imported into the Phone.

When Full Synchronization is selected, the colour of the arrows marking the synchronization direction on the main screen turns red. If you click the **Sync** button in the toolbar icons, Full Synchronization is executed.



After Full Synchronization is finished, the screen reverts to normal synchronization. The next synchronization will be executed based on the previous synchronization settings.

6. Phone Explorer

6.1. Overview

Phone Explorer allows you to transmit various multimedia files from a Samsung Electronics Phone to a PC or to transmit multimedia files from PC to Phone.

Using Phone Explorer, you can send and save multimedia content such as pictures and movies taken by the Phone to your PC.

The interface of Phone Explorer is similar to that of a Windows Browser. It is divided into a Phone area and a PC area, and folders and files can be browsed in each area.

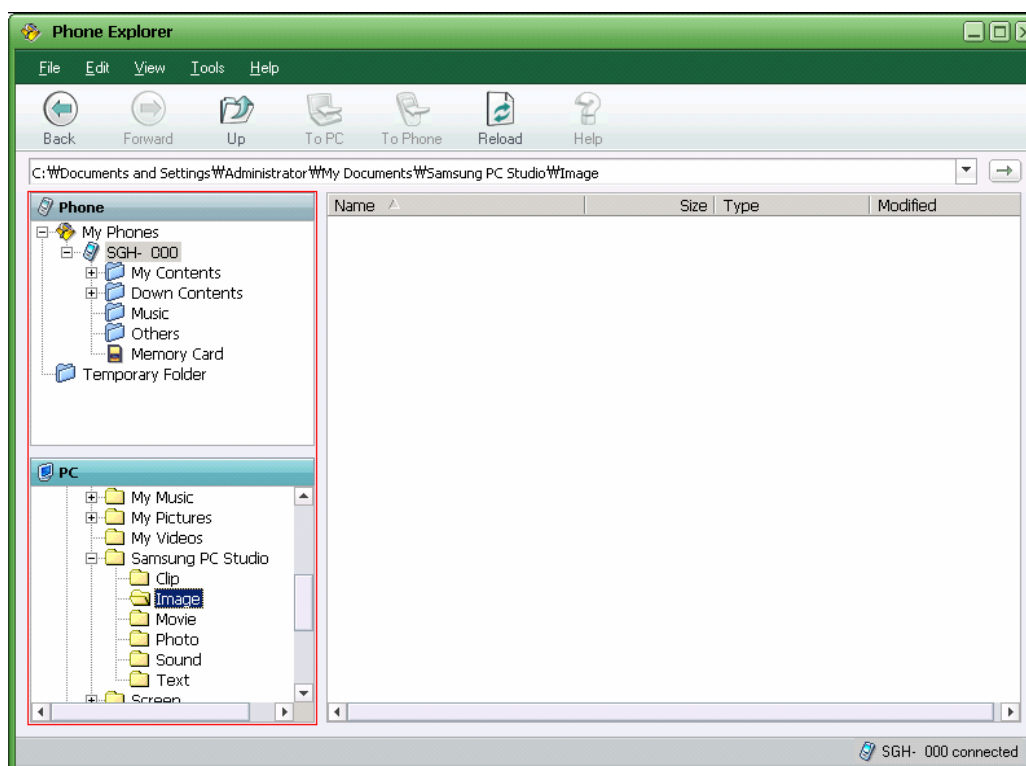
6.2. Starting Phone Explorer

Phone Explorer can be started as follows.

- n When Samsung PC Studio gets started, a Launcher window appears. In the Launcher window, click the **Manage files** icon.
- n Point to the Samsung PC Studio tray icon and click the right button of your mouse. When the Context menu appears, click **Manage files**.

6.3. Folders and Files View

The Tree View on the left of the Phone Explorer main screen is divided into a Phone area and a PC area. The folders for each area are displayed in a tree structure.



Click a specific folder under the Phone or PC area. The list of files under the selected folder is displayed on the List View.

- ※ When the Phone is not connected to a PC, the Phone area is disabled, so you can only use the PC area.
- ※ The Phone folders differ depending on the connected Phone models.

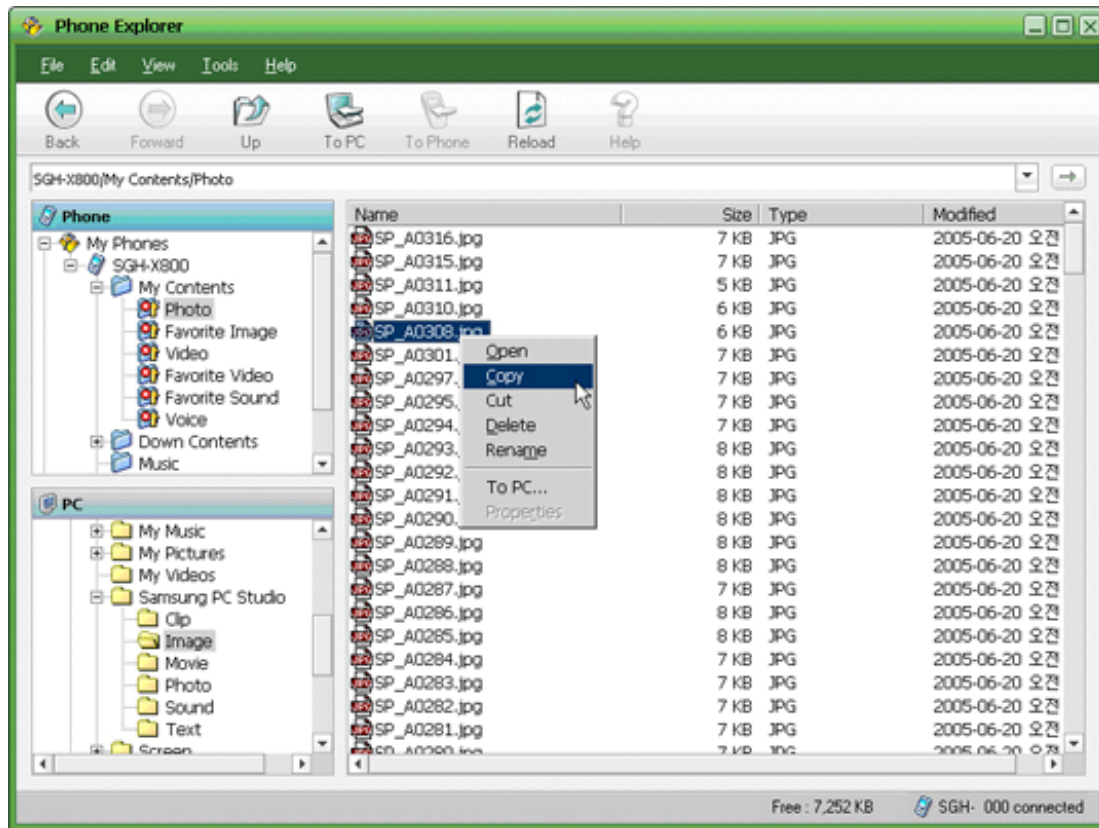
6.4. Transferring Files between Phone and PC

Phone Explorer is used to copy or transfer files saved in the Phone and PC between the two devices.

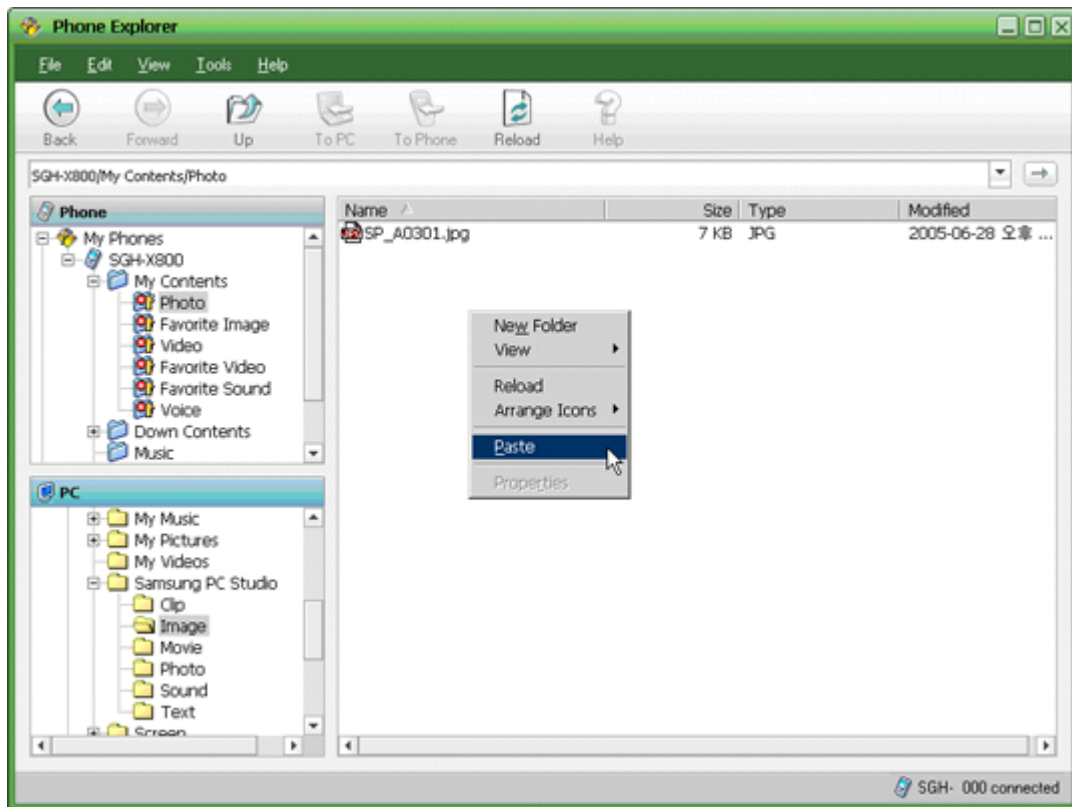
The files saved in the Phone can be copied to a PC as follows.

- ① Select the Phone area of the Tree View and the folder where the file to copy is located.

- ② Select the file to copy or transfer in the file list on the right and click the right button of the mouse. Select **Copy** from the menus.



- ③ In the PC area of the Tree View, select the folder where the copied file is to be transferred. In the List View, select an empty area and click the right button of the mouse. Select **Paste** from the menus.

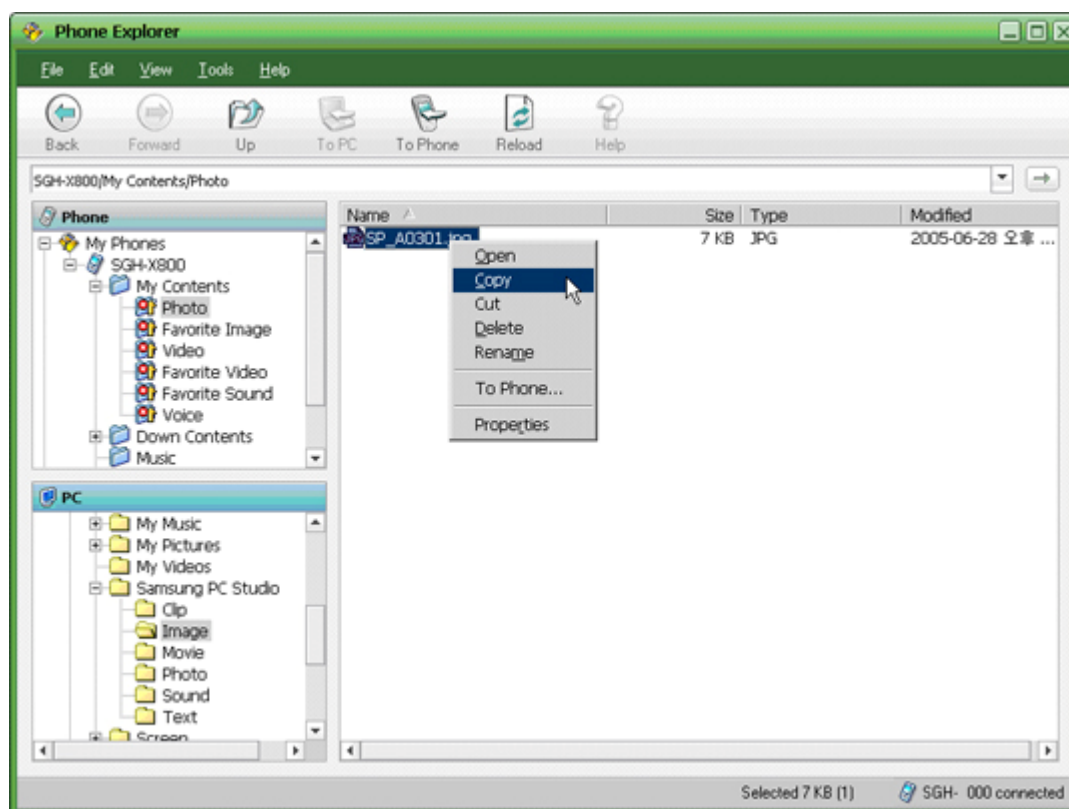


- ※ Click the **To PC** button in the toolbar icons to copy files in the Phone to a PC.
- ※ Files in the Phone can be copied to a PC using the Drag and Drop function.
- ※ For stable program operation, the function of cutting and transferring files from Phone to PC is not provided. To do this, copy files to the PC and delete the files on the Phone.

Files saved in the PC can be copied to the Phone as follows.

- ① Select the PC area in the Tree View and the folder where the file to copy (or transfer) is located.

- ② Select the file to copy or transfer in the List View on the right and click the right button of the mouse. Select **Copy** (or **Cut**) from the menus.



- ③ In the Phone area of the Tree View, select the folder where the copied or cut file is to be transferred. In the List View, select an empty area and click the right button of the mouse. Select **Paste** from the menus.

- ※ Click the **To Phone** button in the toolbar icons to copy the files from the PC to the Phone.
- ※ Files from the PC can be copied to the Phone using the Drag and Drop function.
- ※ In the Phone area, each folder permits only certain file types. Non-permitted file types cannot be saved.

6.5. Opening Files

Phone Explorer allows you to open files by executing linked programs directly.

Double click files in the List View to open the files using linked programs.

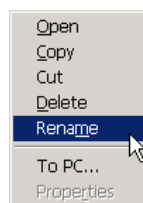
In the case of files located in Phone, finish transmitting them to the Temporary Folder before opening.

- ※ The Temporary Folder is used to save files from the Phone temporarily in a PC.

6.6. Renaming Files

Files in the Phone and PC can be renamed as follows.

- ① Select a folder in the Tree View.
- ② Select the file to rename in the List View and click the right button of the mouse. When the menus appear, select **Rename**.



- ③ Enter the new file name and press the Enter key.

The renamed file name is applied to the Phone and the PC immediately.

6.7. Deleting Files

Files in the Phone and PC can be deleted as follows.

- ① Select a folder in the Tree View. Select the file to delete in the List View and press the Del key, or select the file and click the right button of the mouse. When the menus appear,

select **Delete**.

- ② When the warning window appears, click the **OK** button to confirm deletion.

Files deleted by the above procedure are removed from the corresponding folder of the connected Phone or PC immediately, and files in the Phone cannot be restored.

7. Networking Wizard

7.1. Overview

Samsung PC Studio's Networking Wizard provides a Dial-up Connection function via a wizard program for Internet access. The connected Phone is used as a modem device for this purpose. Through the Dial-up Connection created by Networking Wizard, you can get access to the Internet services provided by communications service providers, and use the Internet in the connected PC.

- ※ A dial-up connection uses a modem driver in the connected phone. If any other application, including PC Studio, is using the modem driver, a message box appears asking “**Do you want to disconnect the modem driver?**”. In the message box, make sure to choose **Yes** to disconnect the modem driver.

7.2. Starting Networking Wizard

Networking Wizard can be started as follows.

- n When Samsung PC Studio gets started, a Launcher window appears. In the Launcher window, click the **Manage Internet Connections** icon.
- n Point to the Samsung PC Studio tray icon and click the right button of your mouse. When the Context menu appears, click the **Manage Internet Connections**.

7.3. Creating a New Connection

A new Dial-up Connection can be created using Networking Wizard as follows.

- ① Connect your Phone to the PC so as to enable the modem driver of the Phone.

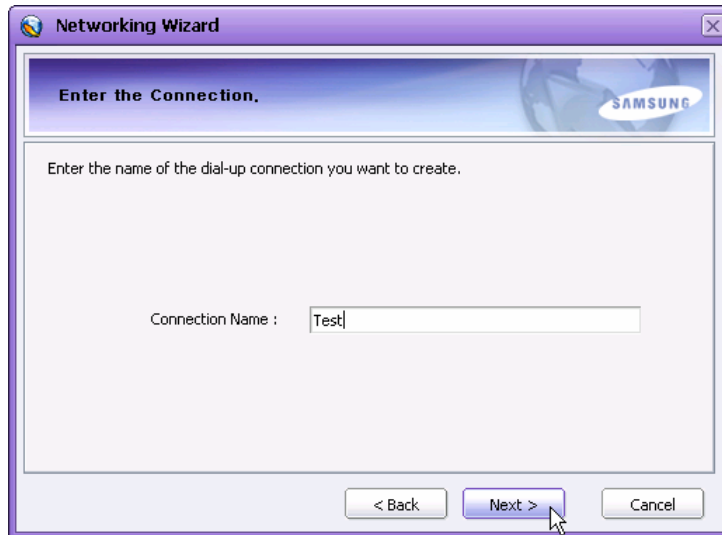
- ② Click the **Manage Internet Connections**. When the Welcome window appears, click the **Next** button.



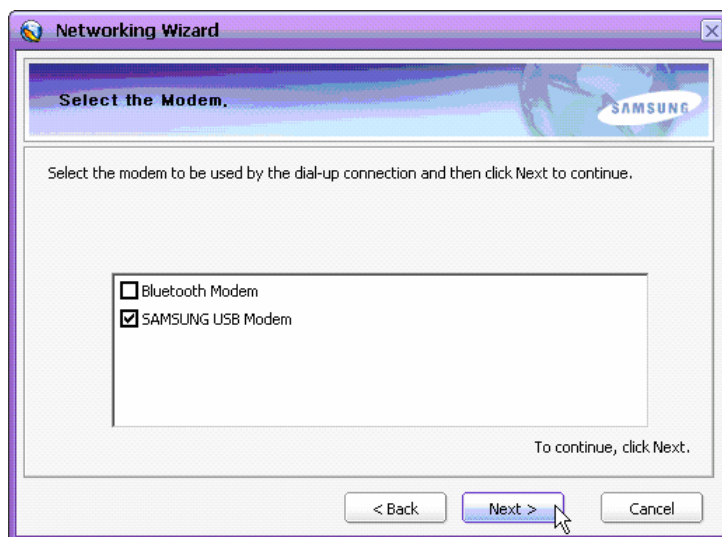
- ③ In the following window, select **Create** from **Create**, **Modify** and **Remove** and click the **Next** button.



- ④ In the following **Enter the Connection** window, input the name of the Connection to create and click the **Next** button.



- ⑤ In the following **Select the Modem** window, check the modem driver of the connected Phone from among the modem devices and click the **Next** button.



- ⑥ In the following **Select the Country and Network Provider** window, select the country and the communications service provider and click the **Next** button.

The screenshot shows the 'Networking Wizard' window with the title bar 'Networking Wizard'. The main heading is 'Select the country and network provider.' with a Samsung logo on the right. The form contains the following fields:

- Country : Argentina (dropdown menu)
- Network Provider : CTI (dropdown menu)
- APN Name : internet.ctimovil.com.ar (text field)
- Phone Number : *99**1*1# (text field)
- User ID : ctigprs (text field)
- Password : ***** (password field)
- Advanced... (button)

At the bottom, there are three buttons: '< Back', 'Next >' (highlighted with a mouse cursor), and 'Cancel'.

- ⑦ In the following **Information Summary** window, check the data set up by the Networking Wizard. If there is no error in the data, click the **Next** button.

The screenshot shows the 'Networking Wizard' window with the title bar 'Networking Wizard'. The main heading is 'Summary Information' with a Samsung logo on the right. Below the heading, it says 'A connection with these properties will be created.' and lists the following properties in a text box:

- Connection Name : Test
- Modem : SAMSUNG USB Modem
- Country : Argentina
- Network Provider : CTI
- APN Name : internet.ctimovil.com.ar
- Phone Number : *99**1*1#
- User Name : ctigprs

At the bottom, there are three buttons: '< Back', 'Next >' (highlighted with a mouse cursor), and 'Cancel'.

- ⑧ In the following Complete window, click the **Finish** button.



- ⑨ Create a shortcut icon for the Connection in the Windows Desktop and finish the Networking Wizard.

(If you checked “**Connect to the internet directly**” in the previous step, the wizard window is closed and the PC attempts to connect to the Internet directly.)

The icon for the Dial-up Connection created is shown in the Windows Desktop. Internet connection can be attempted by clicking this icon.

7.4. Modifying a Connection

The created Dial-up Connection can be modified as follows.

- ① Connect your Phone to the PC so as to enable the modem driver of the Phone.

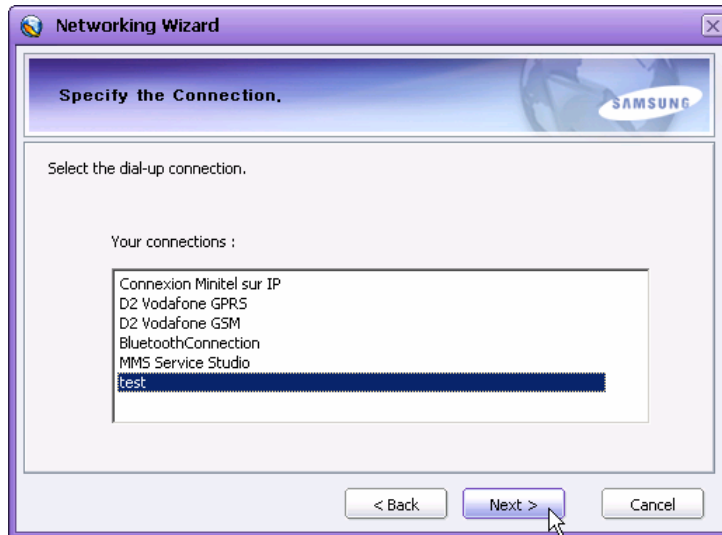
- ② Click the **Manage Internet Connections**. When the Welcome window appears, click the **Next** button.



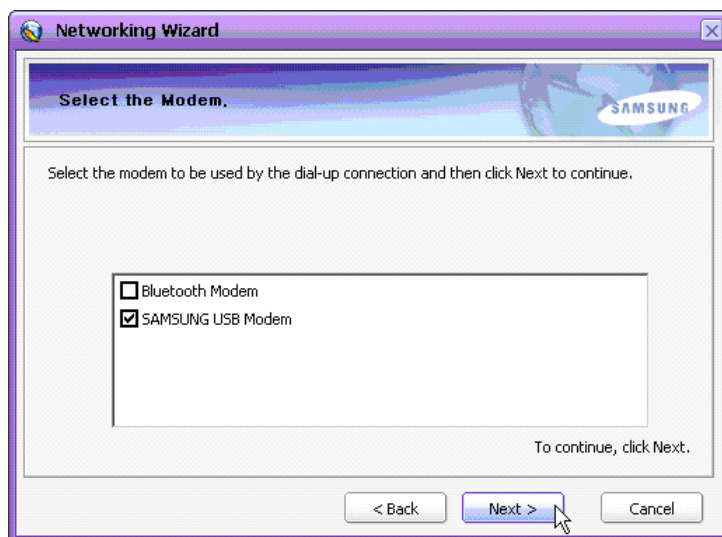
- ③ In the following window, select **Modify** from **Create**, **Modify** and **Remove** and click the **Next** button.



- ④ In the following **Specify the Connection** window, select the Connection to modify and click the **Next** button.



- ⑤ In the following **Select the Modem** window, check the modem driver of the connected Phone from among the modem devices and click the **Next** button.



- ⑥ In the following **Select the Country and Network Provider** window, select the country and the communications service provider and click the **Next** button.

The screenshot shows the 'Networking Wizard' window with the title bar 'Networking Wizard'. The main heading is 'Select the country and network provider.' with a Samsung logo on the right. The form contains the following fields:

- Country : Argentina (dropdown menu)
- Network Provider : CTI (dropdown menu)
- APN Name : internet.ctimovil.com.ar (text box)
- Phone Number : *99**1*1# (text box)
- User ID : ctigprs (text box)
- Password : ***** (password box)

Below the fields is an 'Advanced...' button. At the bottom are three buttons: '< Back', 'Next >' (highlighted with a mouse cursor), and 'Cancel'.

- ⑦ In the following **Information Summary** window, check the data set up by the Networking Wizard. If there is no error in data, click the **Next** button.

The screenshot shows the 'Networking Wizard' window with the title bar 'Networking Wizard'. The main heading is 'Summary Information' with a Samsung logo on the right. Below the heading is the text 'A connection with these properties will be created.' followed by a text box containing the following summary:

```
Connection Name : test
Modem : SAMSUNG USB Modem
Country : Argentina
Network Provider : CTI
APN Name : internet.ctimovil.com.ar
Phone Number : *99**1*1#
User Name : ctigprs
```

At the bottom are three buttons: '< Back', 'Next >' (highlighted with a mouse cursor), and 'Cancel'.

- ⑧ In the following Complete window, click the **Finish** button.



- ⑨ Create a shortcut icon for the modified Connection in the Windows Desktop and finish the Networking Wizard.

(If you checked “**Connect to the internet directly**” in the previous step, the wizard window is closed and the PC attempts to connect to the Internet directly.)

7.5. Removing a Connection

The existing Dial-up Connection can be removed as follows.

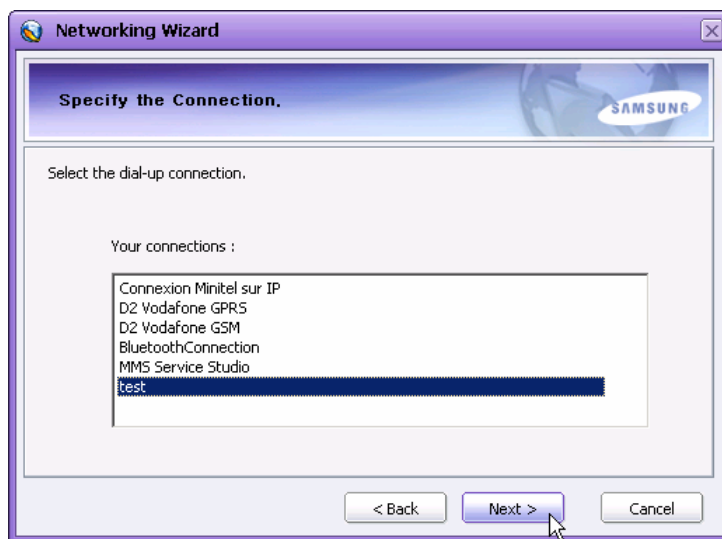
- ① Click the **Manage Internet Connections**. When the Welcome window appears, click the **Next** button.



- ② In the following window, select **Remove** from **Create**, **Modify** and **Remove** and click the **Next** button.



- ③ In the following **Specify the Connection** window, select the Connection to remove and click the **Next** button.



- ④ In the following **Information Summary** window, check the Connection to remove and click the **Next** button.



- ⑤ In the following Complete window, click the **Finish** button.



- ⑥ The selected Connection is removed and cannot be used.

7.6. Using Dial-up Connection

You can get access to the Internet using the Dial-up Connection created by the Networking Wizard.

- ① Connect the Phone to the PC for Internet connection. Check if the modem driver to use for Internet connection appears accurately in the Windows driver manager.

- ② Double click the shortcut icon for the Dial-up Connection on the Windows Desktop.
- ③ When the Dial-up Connection Dialog appears, click Dial button. After a short while, the successful connection message is displayed.
- ④ Now you can use the Internet, using such applications as Internet Explorer.

If you try to get access to the Internet by double clicking the shortcut icon for the Dial-up Connection, and other PC Studio applications are already using the modem driver of the Phone, a warning window appears saying that the existing connections must be closed. When you click the **OK** button, PC Studio is disconnected from the Phone and the Dial-up Connection can use the modem driver of the Phone.

Even if PC Studio applications are being executed and the Phone is connected to the PC, the connection status of the PC Studio applications is shown as “**Not Connected**” while the Dial-up Connection is using the Phone modem.

This is because PC Studio may not occupy the Phone modem for a Dial-up Connection.

If you finish using the Internet and try to use PC Studio again, click the **Connect** button in the Connection Manager window to enable the connection between PC Studio and the Phone. (See 2.2. Starting Connection Manager)

8. Photo Album

8.1. Overview

Photo Album allows you to manage and edit the photos taken by the Phone and the photo files saved in the PC.

Photo Album provides the following functions.

- n Album Management
- n Editing Photos
- n Making Animations

The main Photo Album screen consists of screens relating to the above three functions. For each function screen, see their respective Help sections.

8.2. Starting Photo Album

Photo Album can be started as follows.

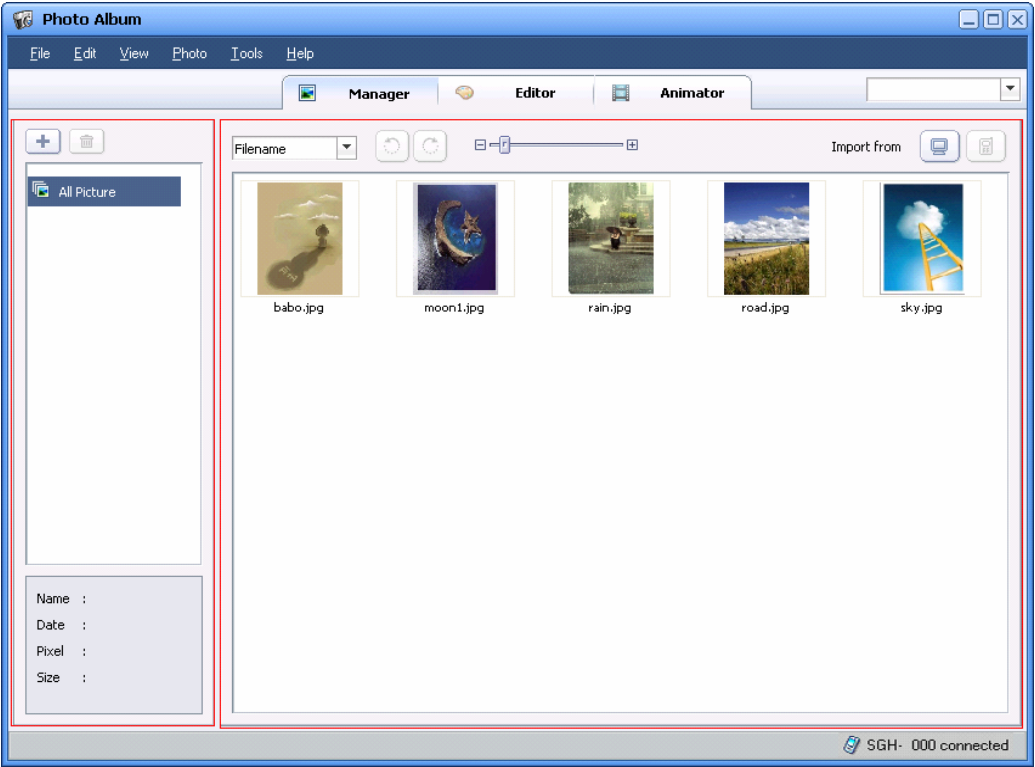
- n When Samsung PC Studio gets started, a Launcher window appears. In the Launcher window, click the **Manage photos** icon.
- n Point to the Samsung PC Studio tray icon and click the right button of your mouse. When the Context menu appears, click **Manage photos**.

8.3. Album Management

Photo Album provides tools with which users can manage photo files efficiently.

Click the **Manager** button in the icons at the top of the main Photo Album screen to see the Album Management screen.

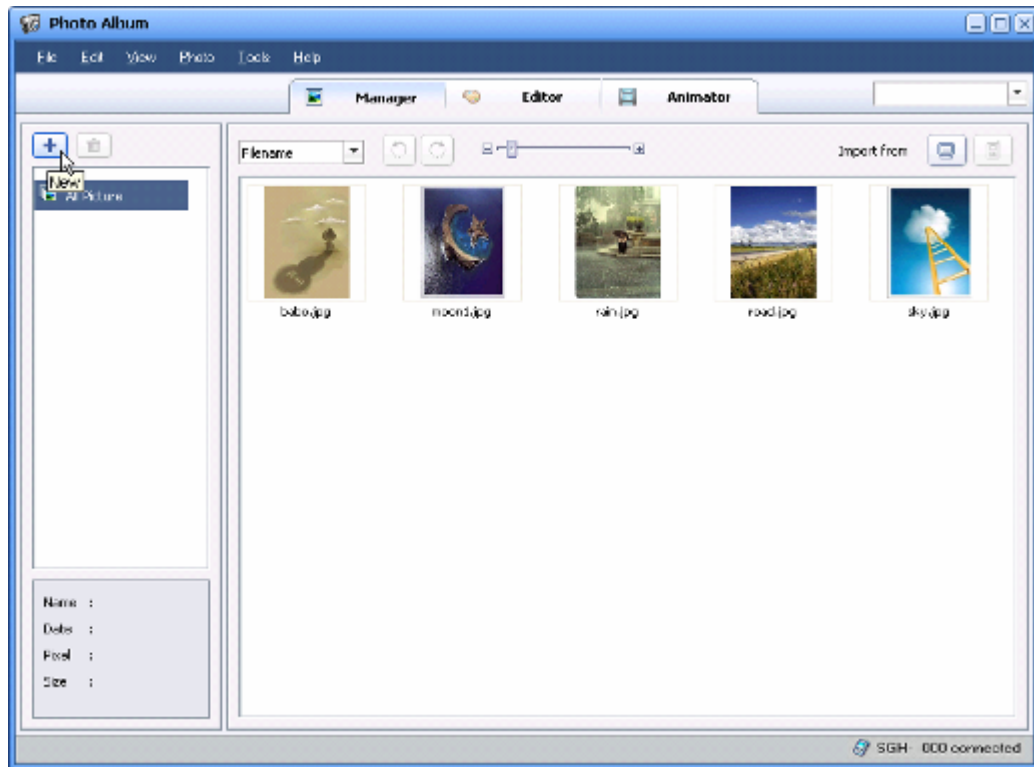
The Album Management screen consists of the Album area on the left and the Thumbnail Photo List View on the right.



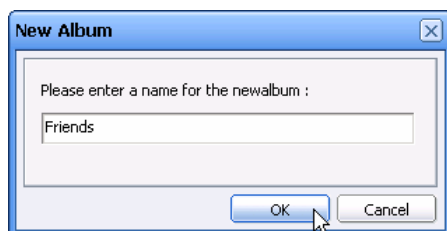
8.3.1. Creating, Modifying and Deleting Albums

A new album can be created using Photo Album as follows.

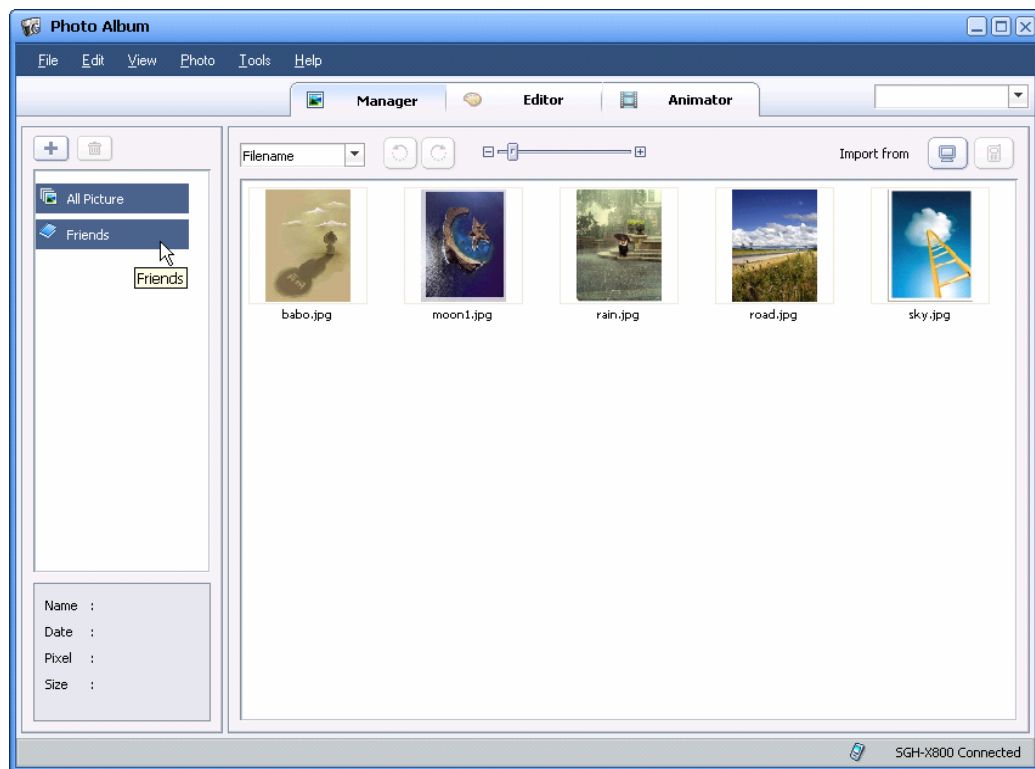
Click the **New (+)** button at the top of Album area of the Album Management screen.



- ① When the **New Album** window appears, input the Album name and click the **OK** button.

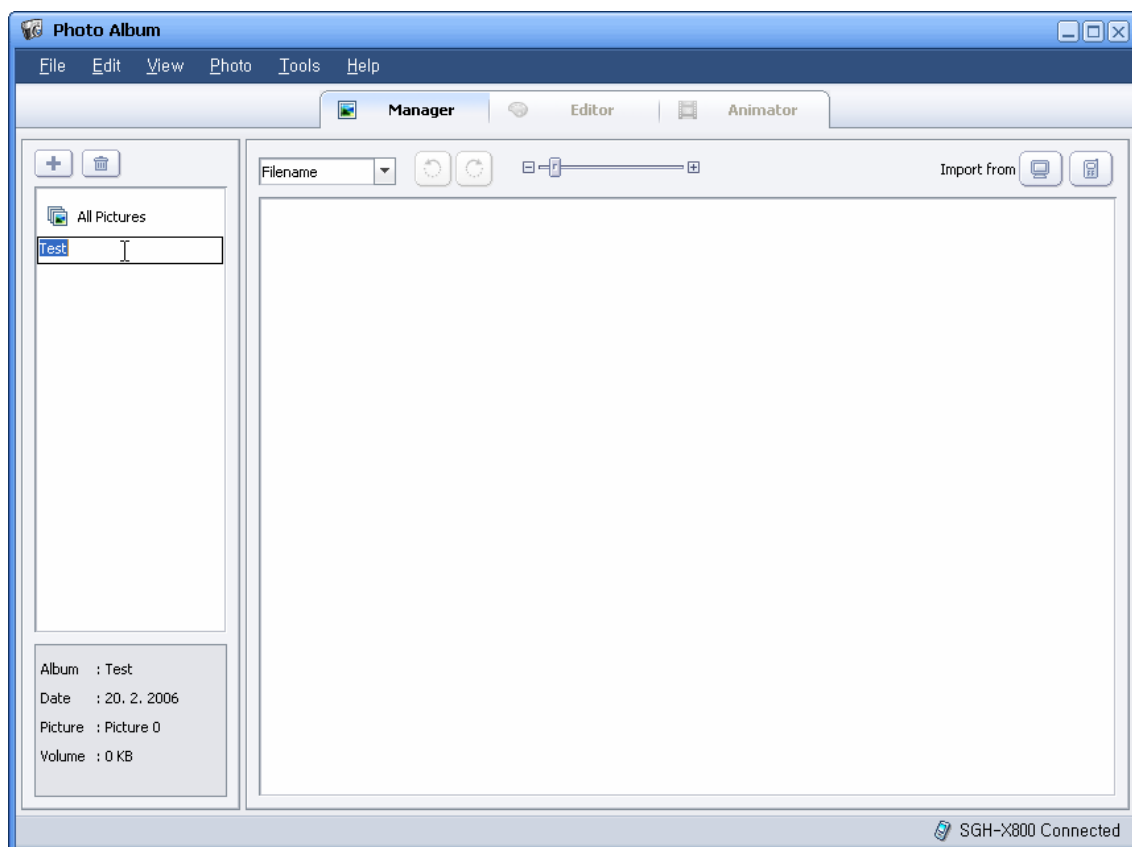


- ② The newly-created album is added to the Album area.

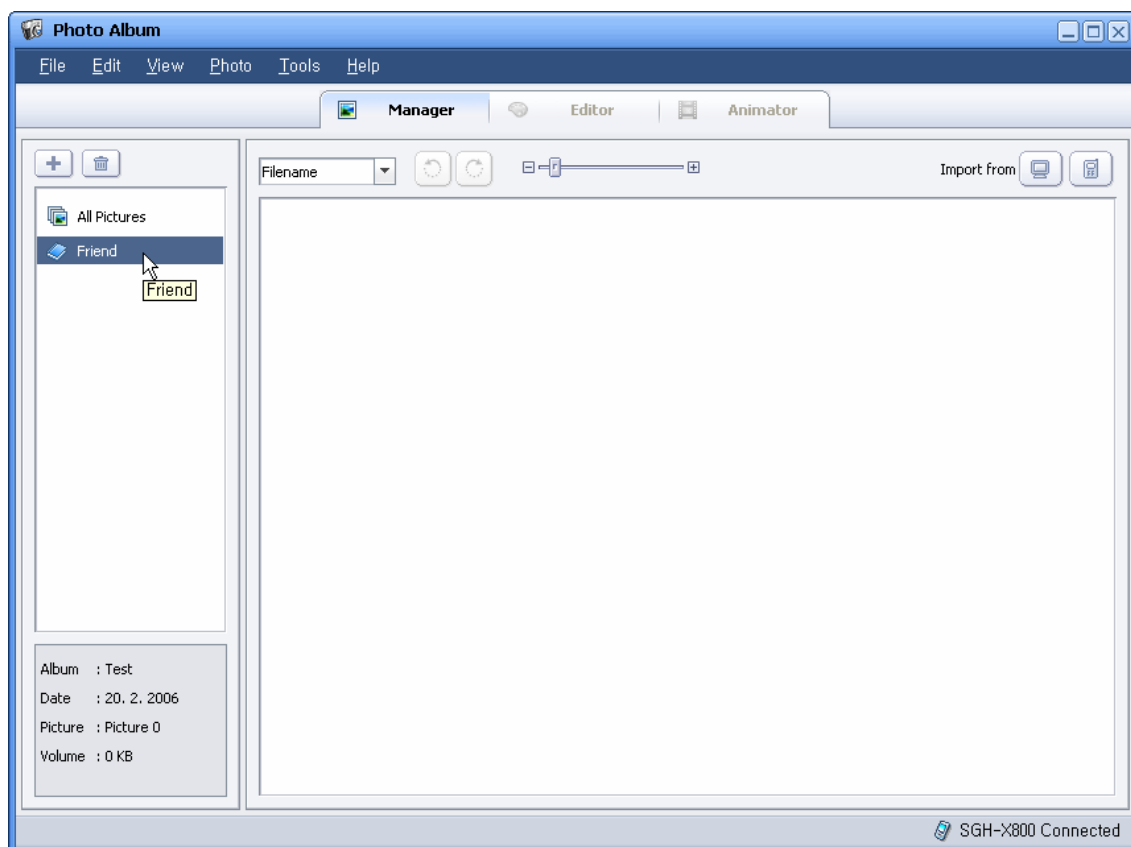


Existing albums can be renamed as follows.

- ① Select the album to rename in the Album area of the Album Management screen and double-click the name.

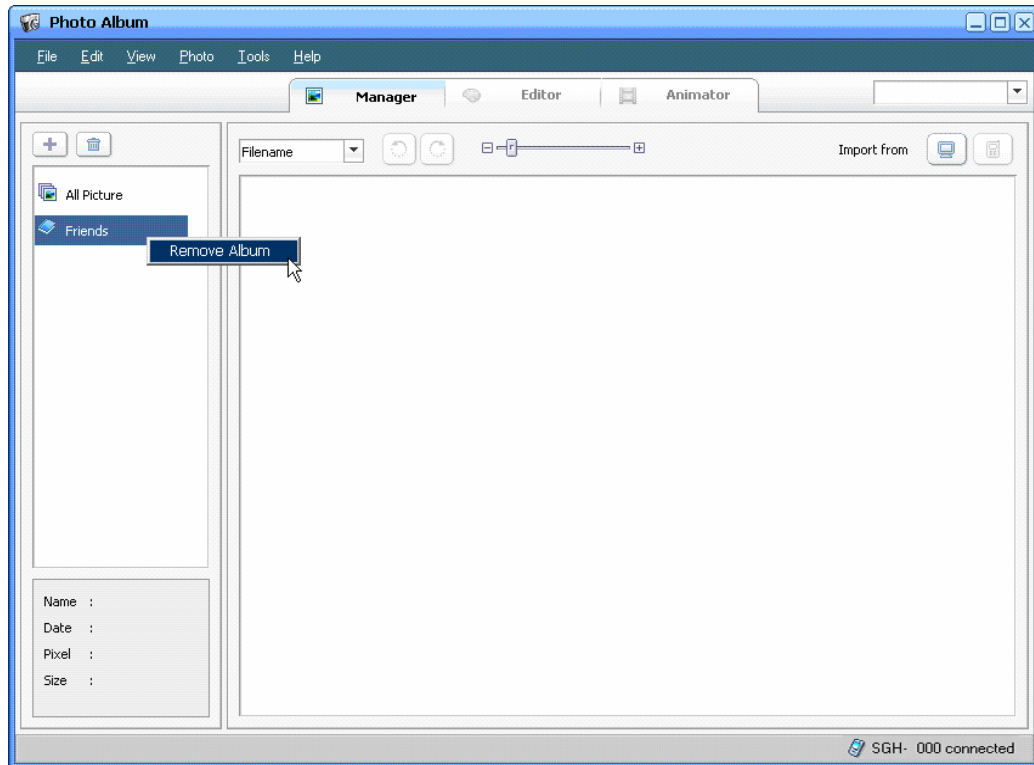


- ② Input the new name and press the Enter key.
- ③ The new name of the album is applied and shown in the Album area.



Existing albums can be removed as follows.

- ① Select the album to remove in the Album area and click the right button of the mouse.
(Use Shift or Control key to select multiple albums.)



- ② When the menus appear, click **Remove Album**.
- ③ When the warning window appears, click the **OK** button to confirm album removal.

※ Even when an album is removed, the album's original photo files are not removed.

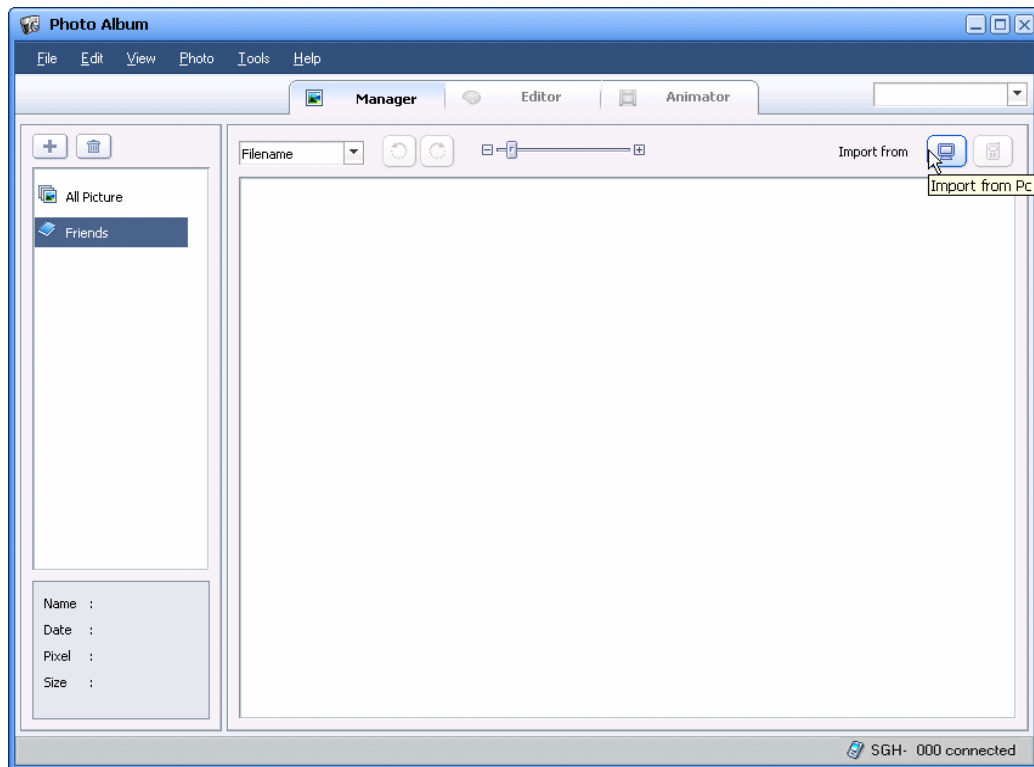
8.3.2. Importing Photos

When an album is created, photo files can be imported to the album from a PC or from the connected Phone.

The photo files saved in a PC can be imported into an album as follows.

- ① In the Album area, select the album in which to keep the photos.
(If there is no album you want to select, create an album. If no album is selected, the photo files will be imported to the **All Pictures** album.)

- ② Click the **PC** button from among the **Import from** buttons at the top of the Thumbnail Photo area.

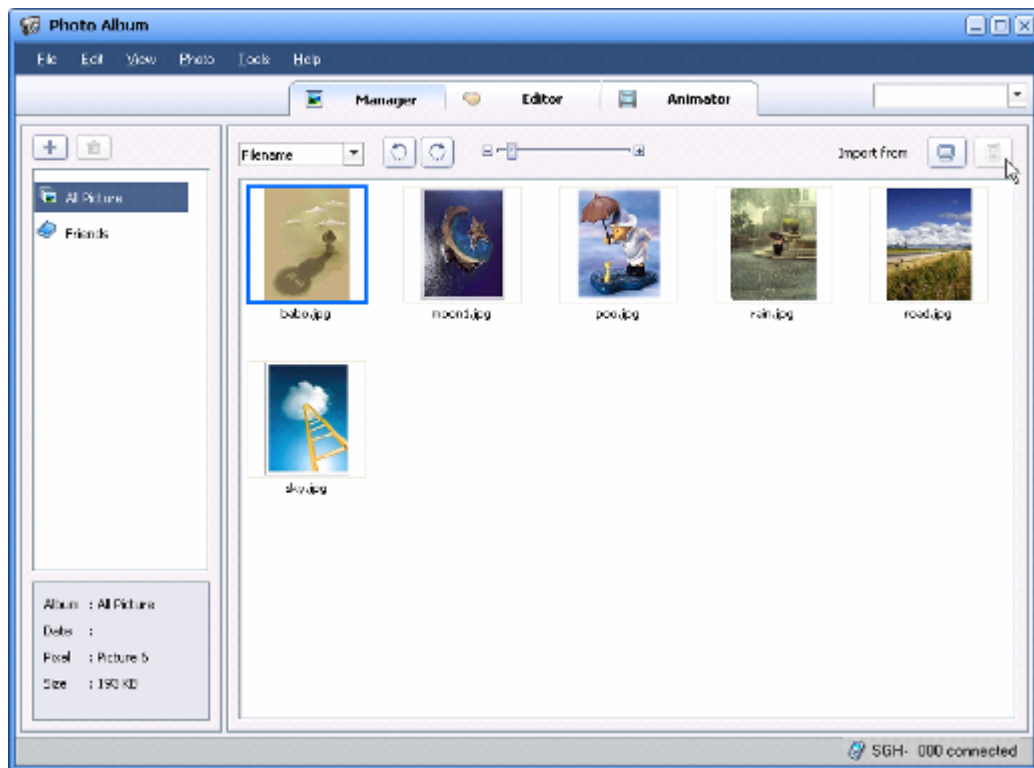


- ③ When the **Import From** window appears, select the PC folder where the photo files that you want to import are located.
- ④ Select the photo files you want to import and click the **OK** button.
- ⑤ Import the selected photo files from the selected PC folder to the target album.

The photo files can be imported to an album from the connected Phone as follows.

- ① In the Album area, select the album in which to keep the photos.
(If there is no album you want to select, create an album. If no album is selected, the photo files will be imported to the **All Pictures** album.)

- ② Click the **Phone** button from among the **Import from** buttons at the top of the Thumbnail Photo area.



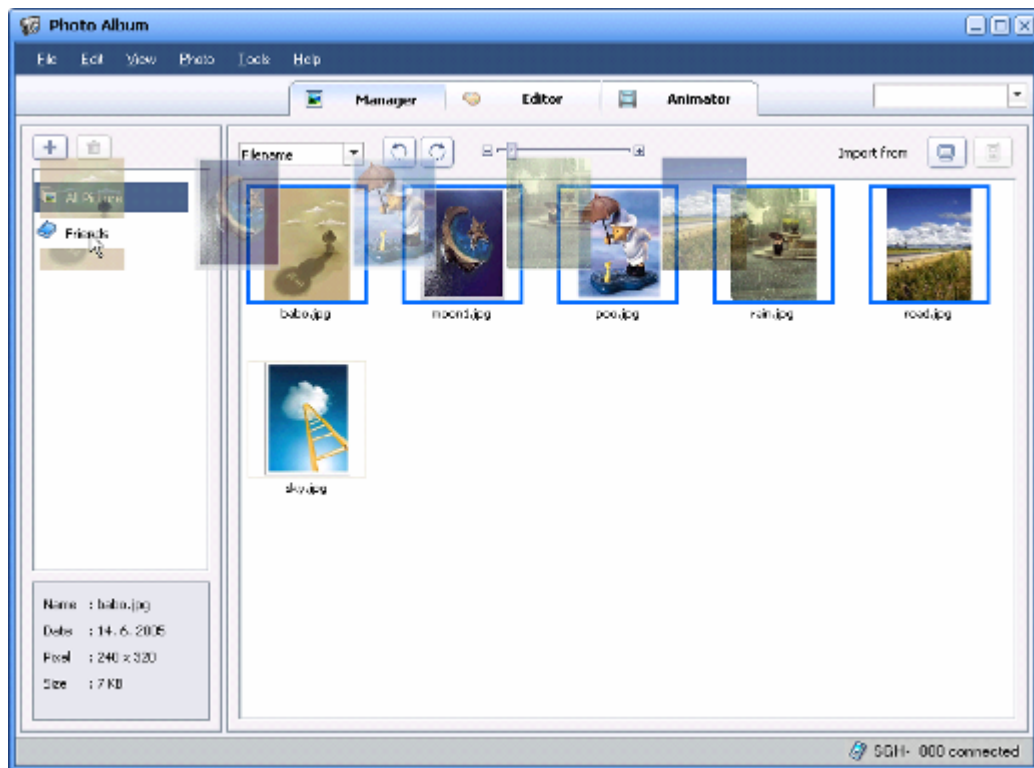
- ③ When the **Import From** window appears, select the Phone folder where the photo files that you want to import are located.
 - ④ Select the photo files you want to import and click the **OK** button.
 - ⑤ Import the selected photo files from the connected Phone to the target album.
- ※ Importing from the Phone is enabled only when the Phone is connected to a PC. Otherwise this function is disabled.

8.3.3. Moving Photos

The photos in a specific album can be copied or transferred to other albums as follows.

- ① In the Album area, select the album containing the photos you want to copy or transfer.

- ② For transferring photos, select the photos to transfer in the Thumbnail Photo area and drag & drop the photos to the target album in the Album area.



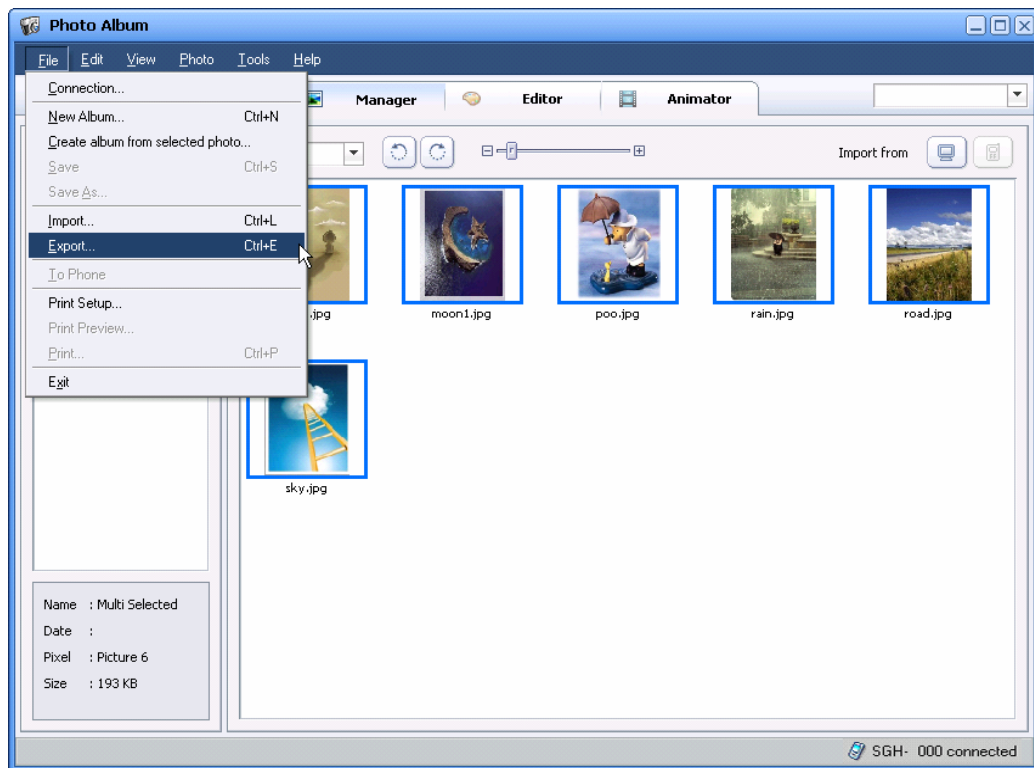
- ③ For copying photos, select the photos to register in the Thumbnail Photo area, holding down the Ctrl key at the same time, and then drag & drop the photos to the target album in the Album area.

8.3.4. Exporting Photos

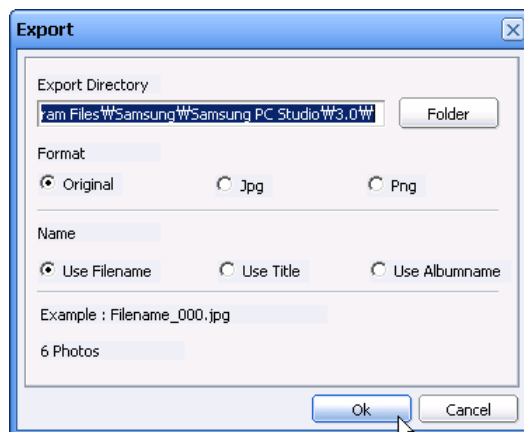
Specific photos in an album can be selected and exported to a PC folder as follows.

- ① In the Album area, select the album containing the photos to export.

- ② In the Thumbnail Photo area, select the photos to export and select the pulldown menu **File > Export**.



- ③ When the **Export** window appears, designate the PC folder to which to export the selected photos. Select the file name and save options and click the **OK** button.



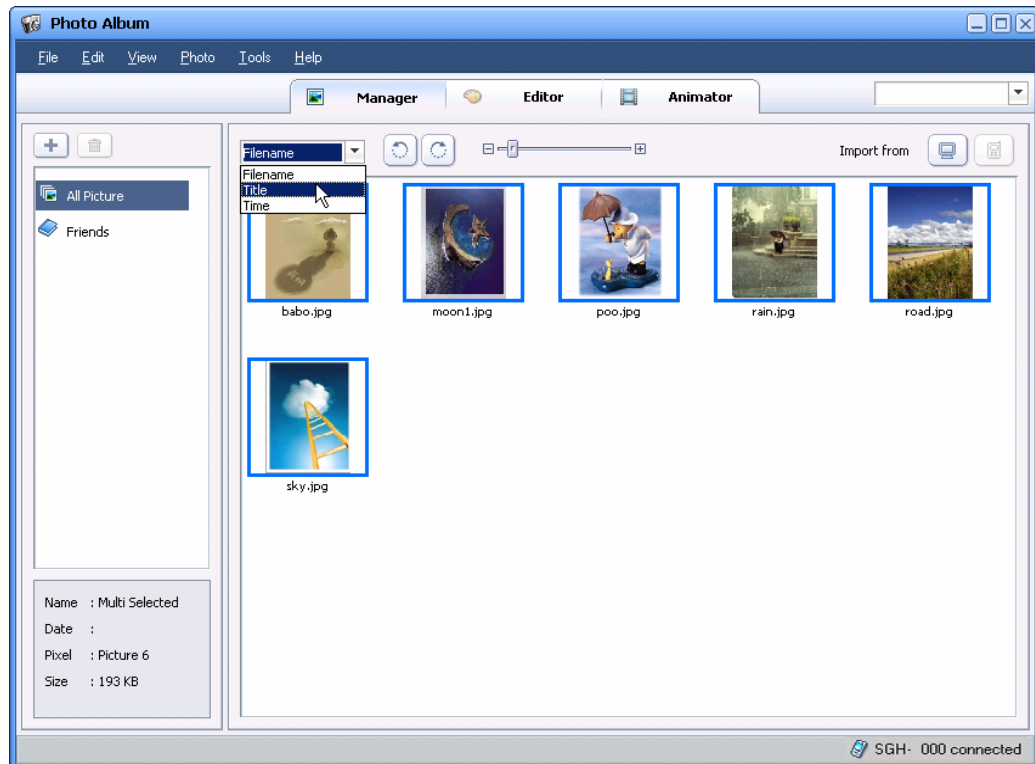
8.3.5. Sorting Photos

Photos within the albums can be sorted as follows.

How to sort photos can be selected in the combo box at the top of the Thumbnail Photo area.

- n Sorting by Filename
- n Sorting by Title

n Sorting by Time



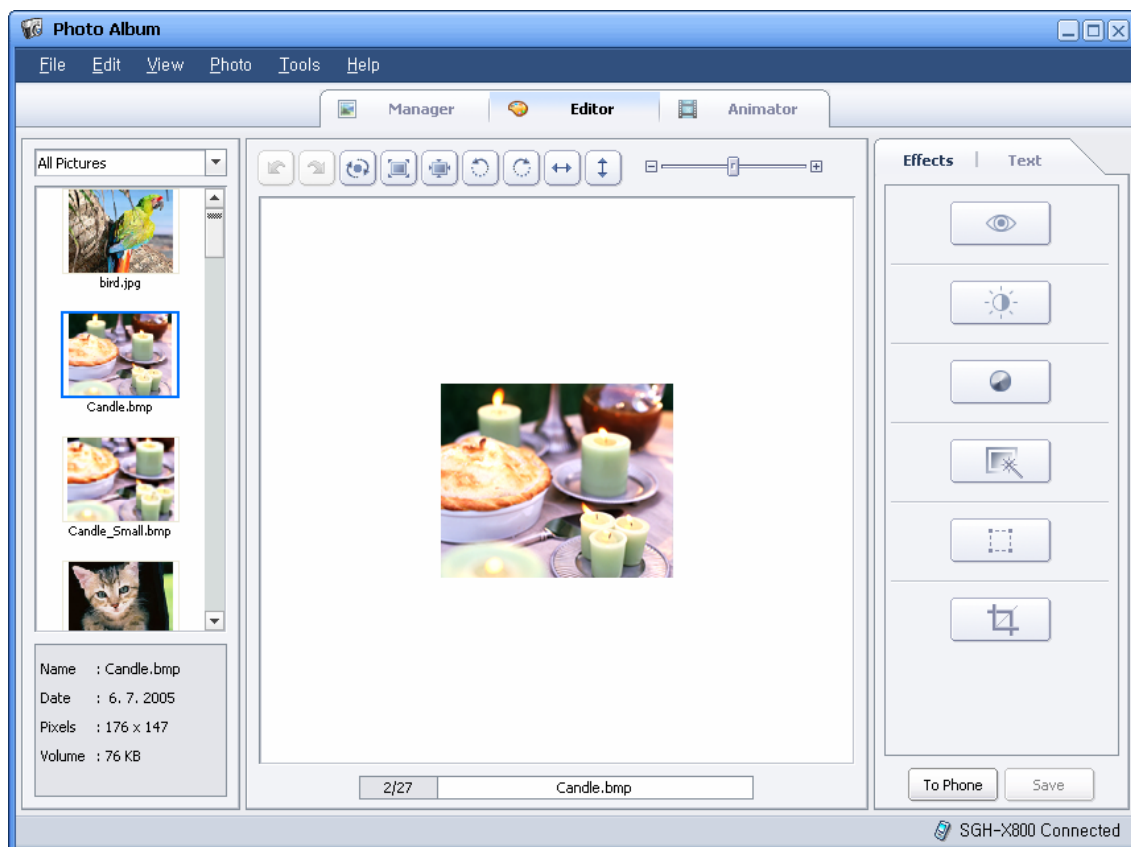
- ※ Sorting by Time is based on the date when the pictures were taken. Photos without any time data are sorted based on the date of import to the album.

8.4. Editing Photos

Photo Album allows you to edit photos and to apply various effects.

To open the Photo Editor screen, select the photo files to edit in the Album Management screen and double click the selected photo files, or click the **Editor** button in the icons at the top.

The Photo Editor screen consists of a Thumbnail Photo area on the left, a Photo Editing area in the middle, and an **Effects** area on the right.



When you select an album at the top of the Thumbnail Photo area, the photos in the album are displayed as thumbnail images. Double click the photo to edit and an enlarged photo is displayed in the central Photo Editing area.

8.4.1. Basic Editing Tools

Photo Album provides basic editing tools as follows. These tools can be applied by clicking the editing icons at the top.

- n **Undo**: Undoes the edit by one step. 
- n **Redo**: Redoes the edit just undone. 
- n **Reset**: Ignores all edits and return to the original photo. 
- n **Fit**: Photo is displayed fitting the current window size. 
- n **Actual Size**: The actual photo size is shown. 
- n **Zoom In**: The photo size is enlarged. 
- n **Zoom Out**: The photo size is reduced. 
- n **Rotate to the left**: Rotates the photo by 90° to the left. 

- n **Rotate to the right:** Rotates the photo by 90° to the right. 
- n **Mirror:** A mirror image of the photo is shown. 
- n **Flip:** The photo is flipped upside down. 

8.4.2. Applying Effects

Photo Album allows you to apply effects as follows. The effects can be applied by selecting functions from the **Effects** area on the right.

- n **Red-Eye:** Red-eye caused by the shooting environment can be adjusted to make the eyes brown. 

- n **Brightness/Contrast:** Brightness and contrast are adjusted. 

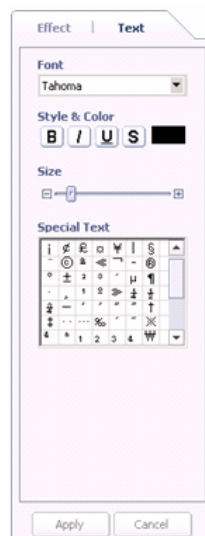
- n **Saturation:** Saturation is adjusted. 

- n **Filter:** Photo tones such as Sepia, Green and Blue are applied. 

- n **Size:** Photo size is adjusted. 

- n **Crop:** Photo is cropped to a certain size. 

- n **Text:** Text is inserted into the photo.



8.4.3. Saving Photo to Album

Photos that have been edited using the various tools and effects can be saved in the album by

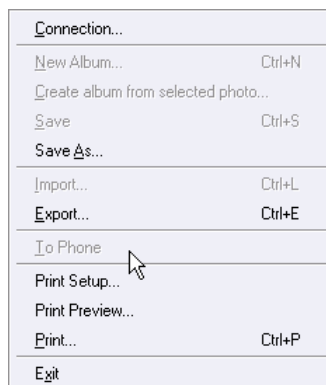
selecting the pulldown menu **File > Save**.

If the edited photos are not saved, they are not applied to the album.

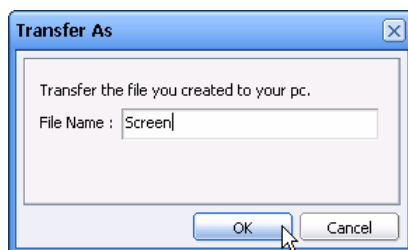
8.4.4. Saving Photo to Phone

Files of edited photos can be saved directly to the connected Phone as follows.

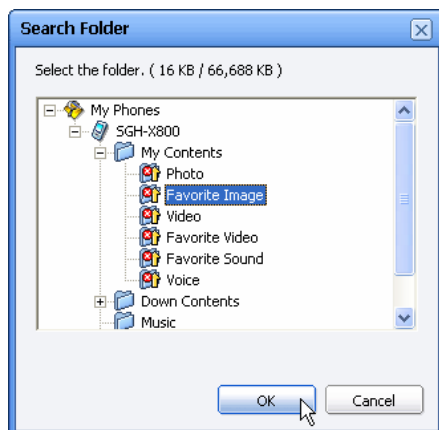
- ① After editing the photos, select the pulldown menu **File > To Phone**.



- ② When the **Transfer As** window appears, input the file name and click the **OK** button.



- ③ When the **Search Folder** window appears, select the folder where the photo files can be saved and click the **OK** button.



- ※ The To Phone function can be used only when the Phone is connected to a PC.
- ※ The location of the Phone folder where photo files can be saved may vary depending on the connected Phone model.

8.5. Making Animations

Photo Album allows you to make an animation using a number of photos.

To open the **Animator** screen, select the **Animator** button in the icons at the top of the Album Management screen.

The **Animator** screen consists of Thumbnail Photos on the left, Editing View at the top in the centre, and Preview on the right.

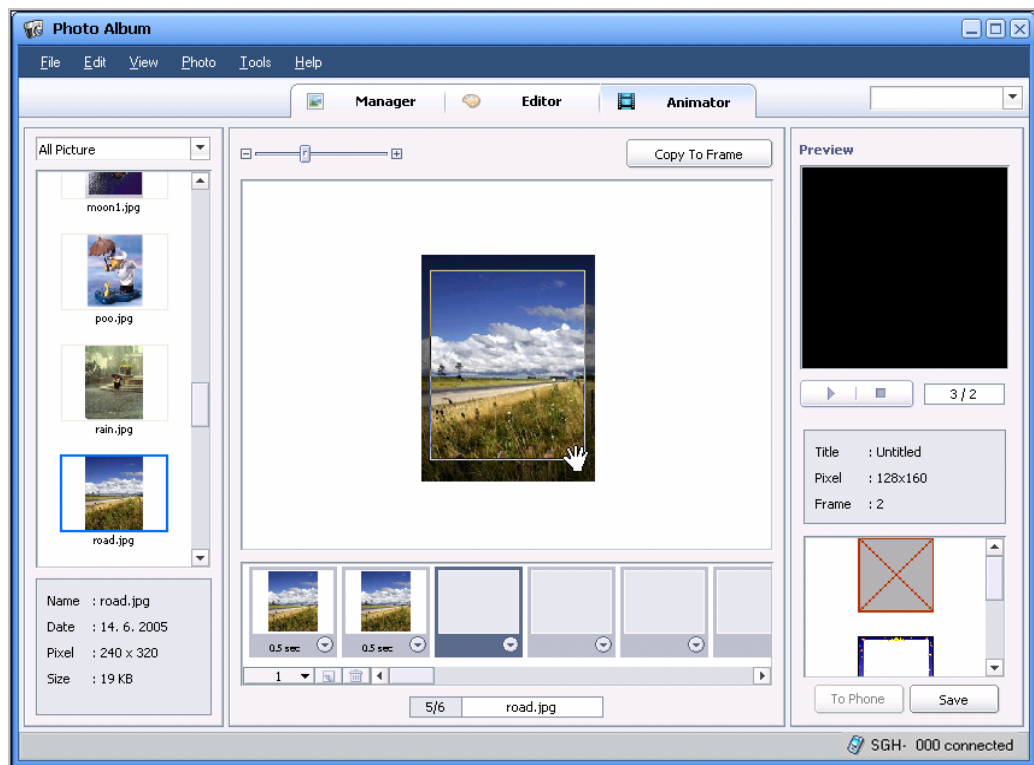
When you select an album at the top of the Thumbnail Photos, the photos in the album are displayed as thumbnail images. Double click the photos to use for animation and the photos are displayed in the Editing View.

8.5.1. Inserting and Deleting Frames

Photo Album **Animator** provides 10 frames by default. If necessary, users can add or delete frames.

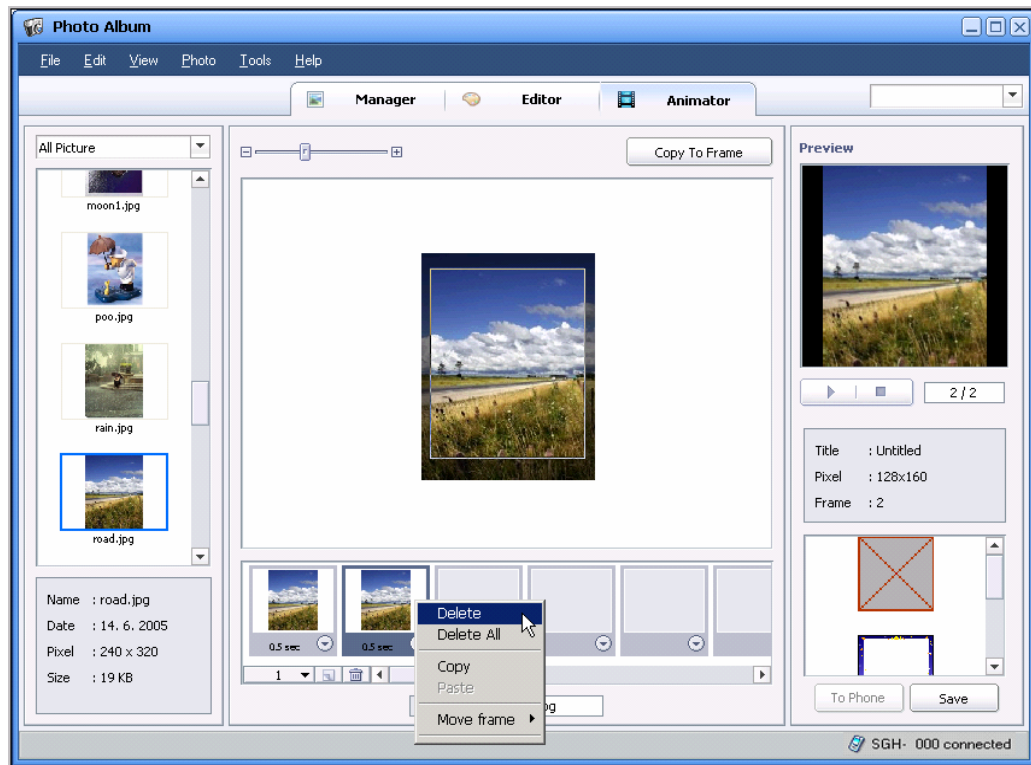
Frames can be added as follows.

- ① Select the frame in the frame area at the bottom of the Editing View.
- ② Click the **New Frame** button below. A new frame is added next to the selected frame.



Frames can be deleted as follows.

- ① Select the frame to delete in the frame area at the bottom of the Editing View.
- ② Click the **Delete** button below. The selected frame is deleted.

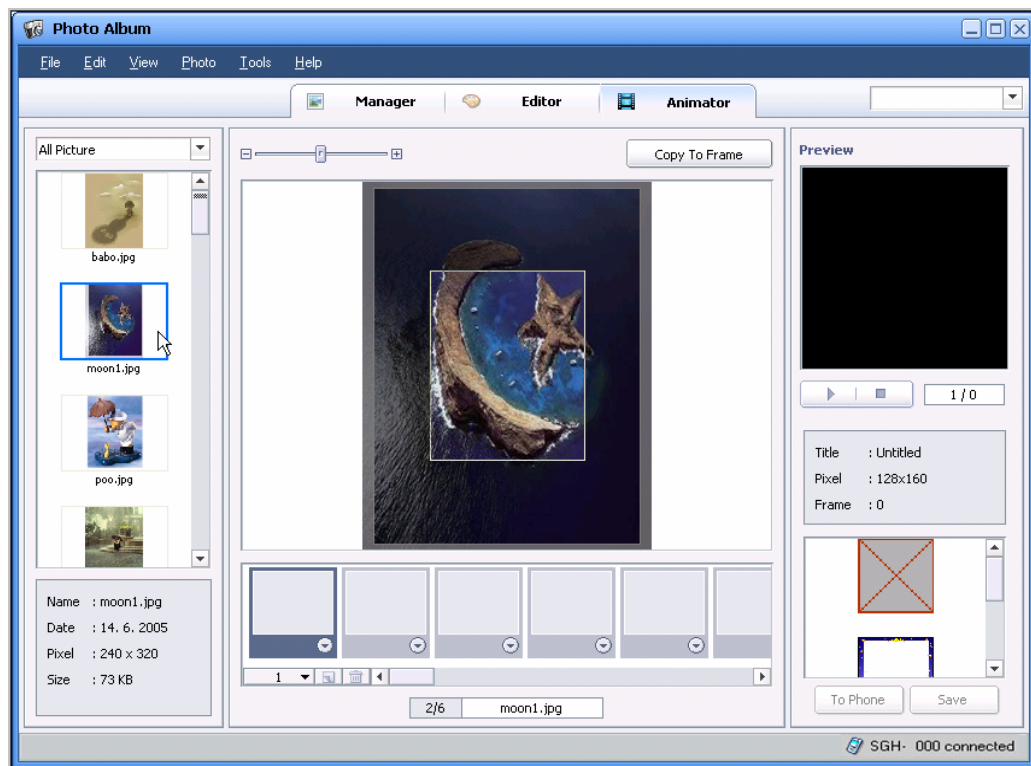


8.5.2. Applying Selections to a Frame

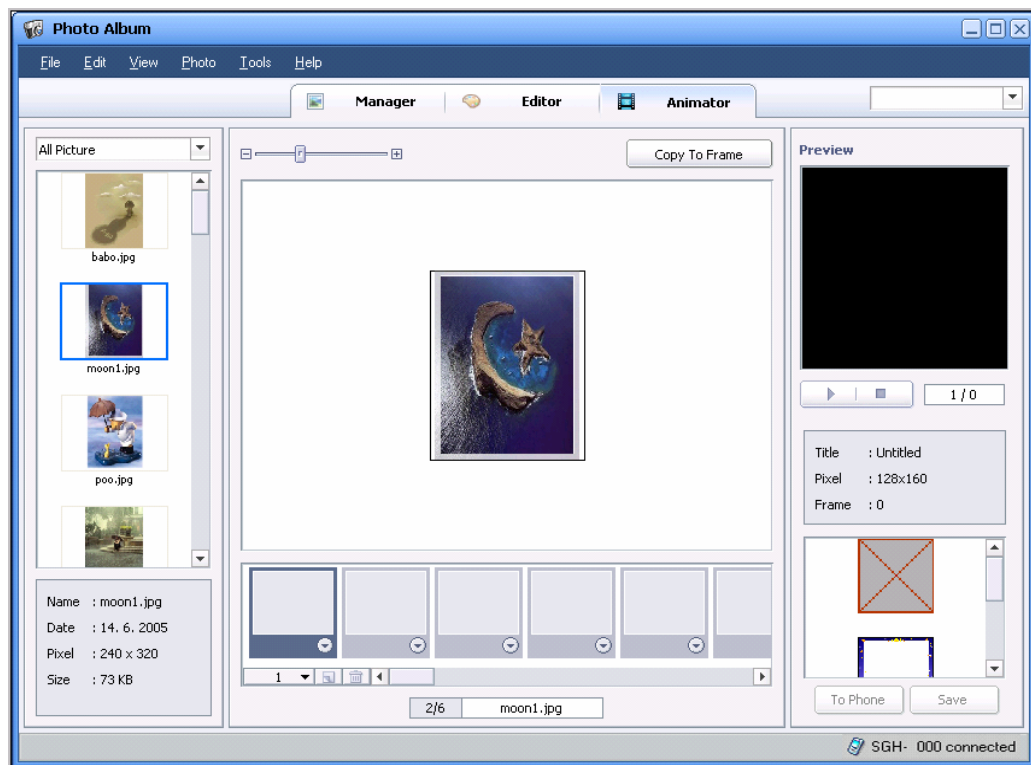
Photos can be applied to each frame to make an animation.

- ① In the frame area of the Editing View, select the frame where photos are to be applied.

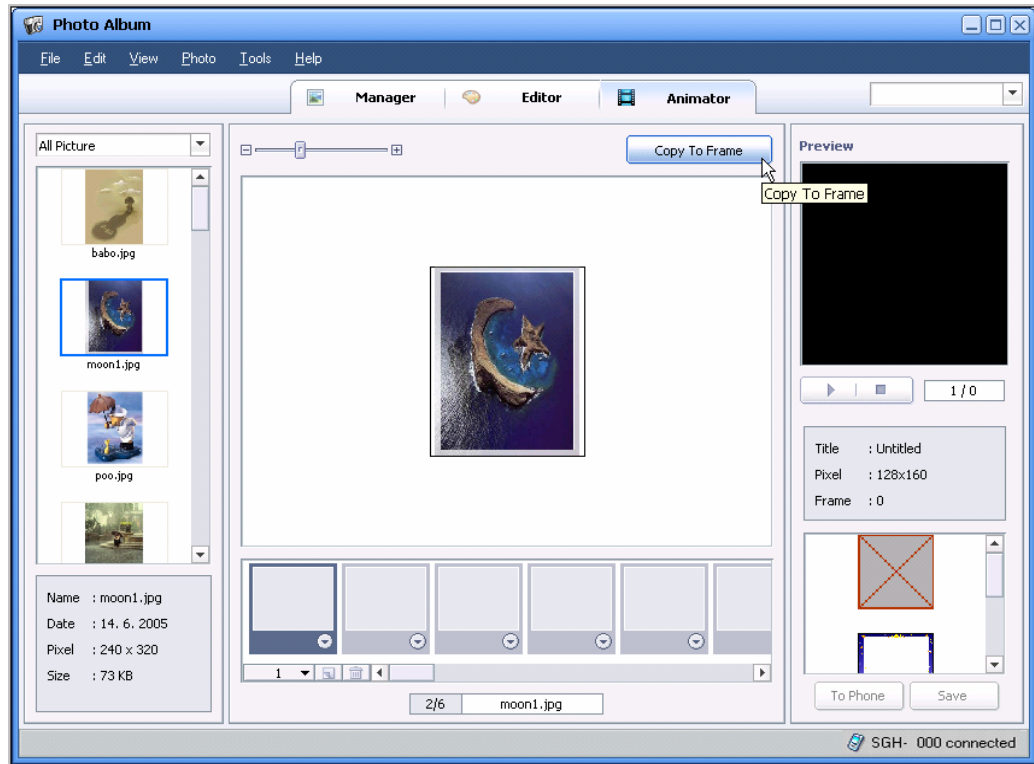
- ② In the Thumbnail Photos, double click the photos to apply to the animation. The selected photos are displayed in the Editing View.



- ③ Adjust photo size using the **Zoom In/Out** button at the top of the Editing View. For adjustment of photo location, drag parts of the photos that you want to apply in the frame application area using the mouse.



- ④ Click the **Copy to Frame** button at the top or double click the mouse in the frame application area to apply the selected parts to the frame.



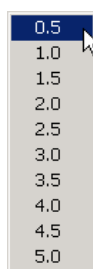
8.5.3. Setting Duration Time

The duration of each frame can be adjusted for animation as follows.

- ① In the frame area at the bottom of the Editing View, click the **Duration** button at the bottom of each frame.



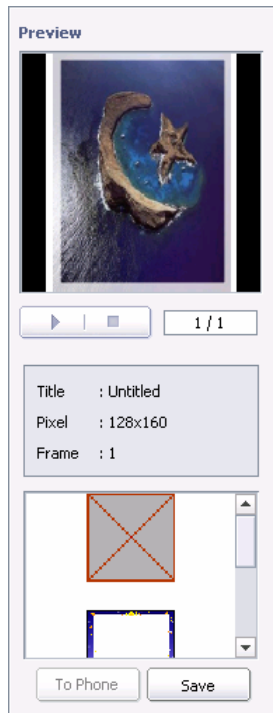
- ② Select the Duration to apply to the frame, from 0.5 to 5.0 Sec.



8.5.4. Previewing Animation

Click the **Play** button in **Preview** on the right to play the animation.

Preview starts from the selected frame.



8.5.5. Saving Animation to PC

The animation can be saved in a PC as follows.

- ① Click the **Save** button in **Preview**, or select the pulldown menu **File > Save**.

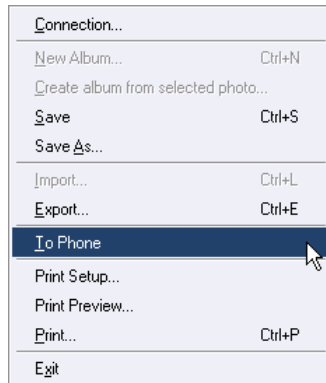


- ② When the **Save** window appears, select the file name and PC folder to save to and then click the **OK** button.

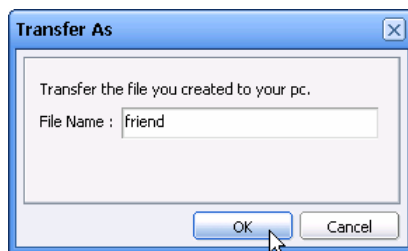
8.5.6. Saving Animation to Phone

The animation can be saved directly to the connected Phone as follows.

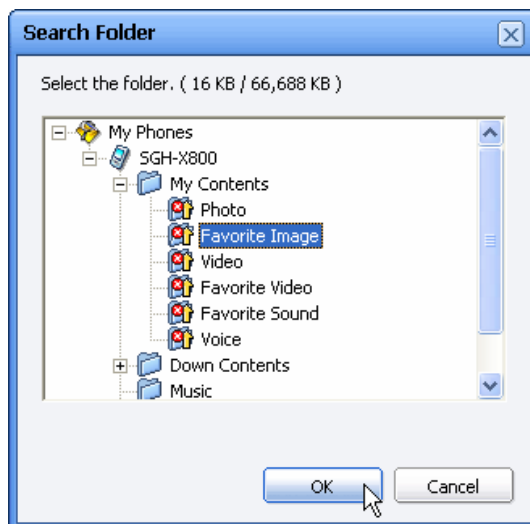
- ① Click the **To Phone** button in **Preview**, or select the pulldown menu **File > To Phone**.



- ② When the **Transfer As** window appears, input the file name and click the **OK** button.



- ③ When the **Search Folder** window appears, select the folder where the animation file can be saved and click the **OK** button.



- ※ The To Phone function can be used only when the Phone is connected to a PC.
- ※ The location of the Phone folder where photo files can be saved may vary depending on the connected Phone model.

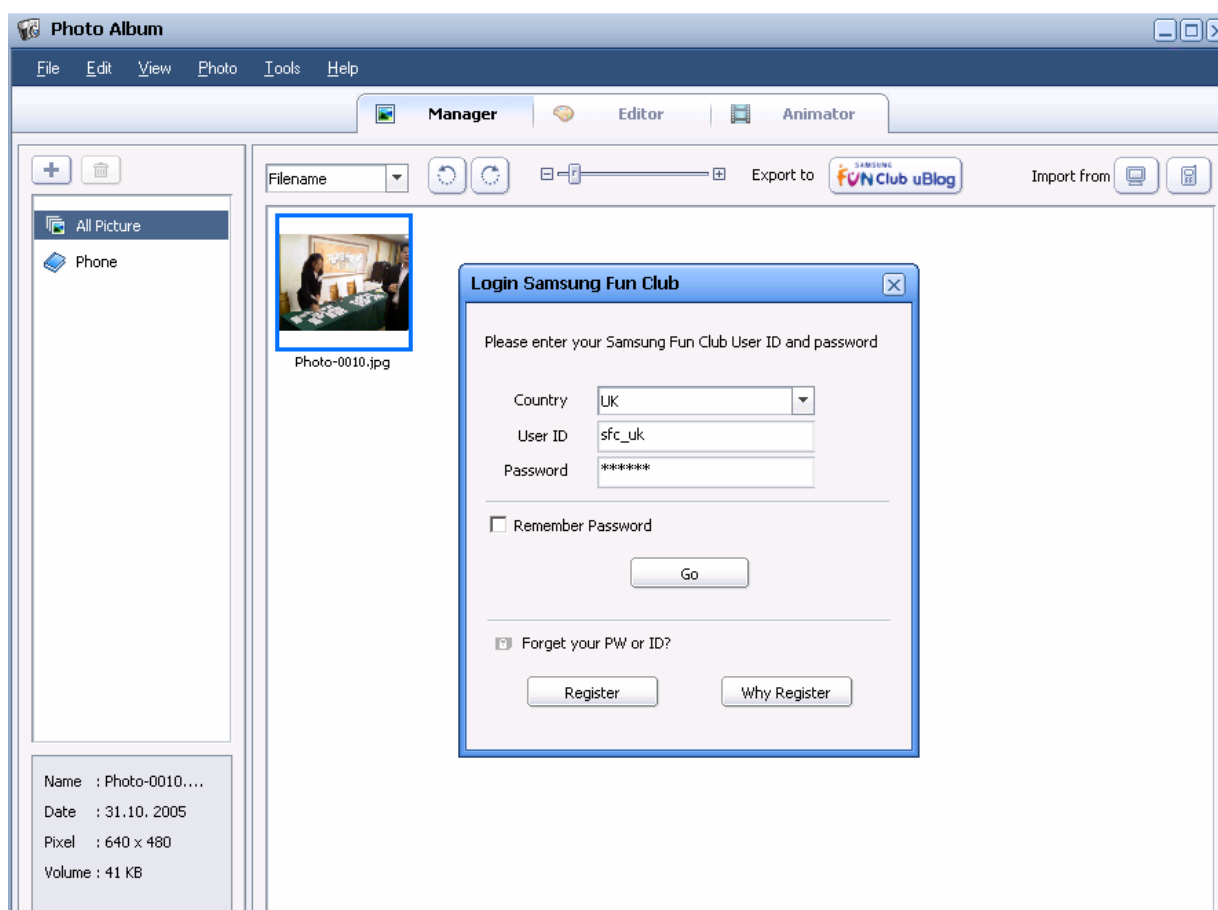
8.6. Upload the pictures to uBlog

Photo Album allows you to upload the pictures in your camera phone directly to your blog.

The pictures can be uploaded to your blog as follows.

- ① Select the photos to upload from your album. If there are no pictures in your album, you can import pictures from your phone.
- ② Out of the pictures, choose the ones to be uploaded to your blog. To make multiple selections, hold down the Ctrl key while clicking on the pictures.

※ You cannot send more than three pictures to your blog at the same time.



- ③ With the pictures selected, click on the **Export to Samsung FUN Club uBlog** button. Enter your ID and password.

Send photo to your blog

Country: UK

User ID: sfc_uk

Language: English

Location:

Blog Title: Sample
(Maximum 255 characters)

Photo:

Write your blog here: hahaha

Post Cancel

- ④ Enter the blog content and click **Post**.

※ How to input location tags

1. In the space provided, input the highest level of geographic domain--usually the country (for example: France). As you type, you will see the list of recommended keywords below--you can choose one from the list or continue typing.
2. Press the Enter key, and another space will pop up, so you can further specify the location (for example: France > Paris).
3. You can continue this process to narrow down the location. (For example: France > Paris > Eiffel Tower). To go one step back, you can press the Backspace key.
4. If you believe you have successfully designated the location, you can press the Tab key at any level to exit.

9. Sound Editor

9.1. Overview

Sound Editor allows you to edit sound files such as MP3 and AAC using editing functions such as **Cut** and **Paste**, or to create new sound files by applying effects such as **Fade in/out** and **Echo**.

Sound Editor supports the following file formats.

- n AMR, AAC, MP3, WAV, etc

9.2. Starting Sound Editor

Sound Editor can be started as follows.

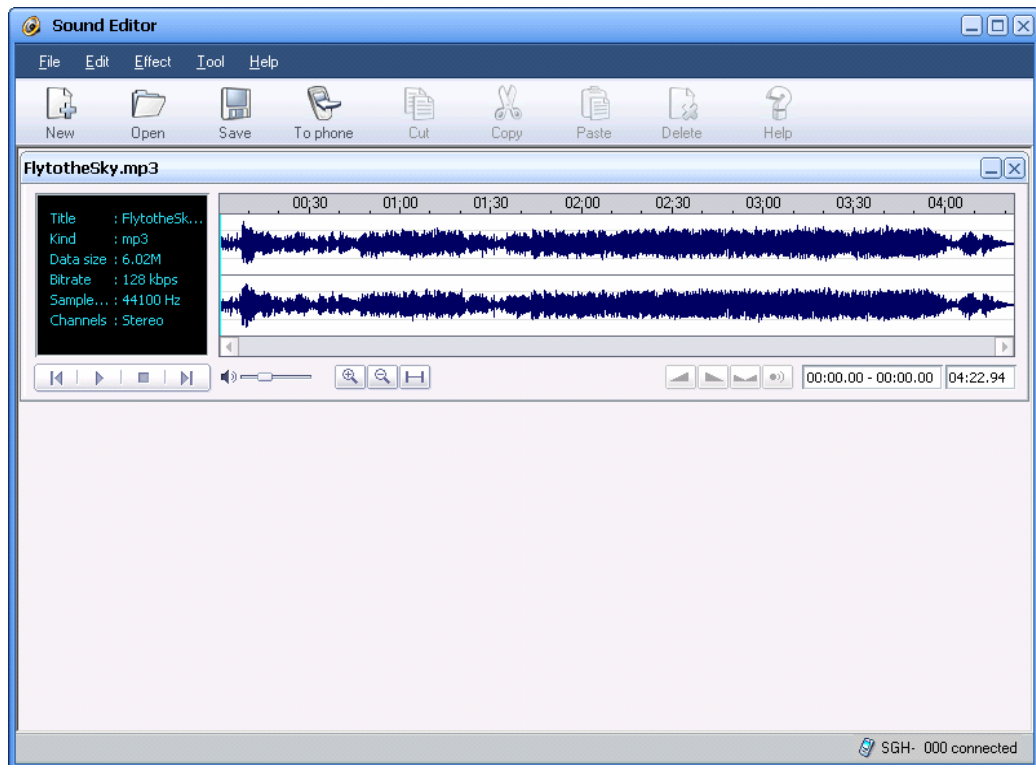
- n When Samsung PC Studio gets started, a Launcher window appears. In the Launcher window, click the **Edit sounds** icon.
- n Point to the Samsung PC Studio tray icon and click the right button of your mouse. When the Context menu appears, click **Edit sounds**.

9.3. Opening Sound Files

The sound files that you want to edit can be opened as follows.

- ① Click the **Open** button in the toolbar icons of the main screen of Sound Editor, or select the pulldown menu **File > Open**.
- ② When the **Open** window appears, select the file format and the sound file and then click the **Open** button.

- ③ The selected sound file is shown in a new sound track.

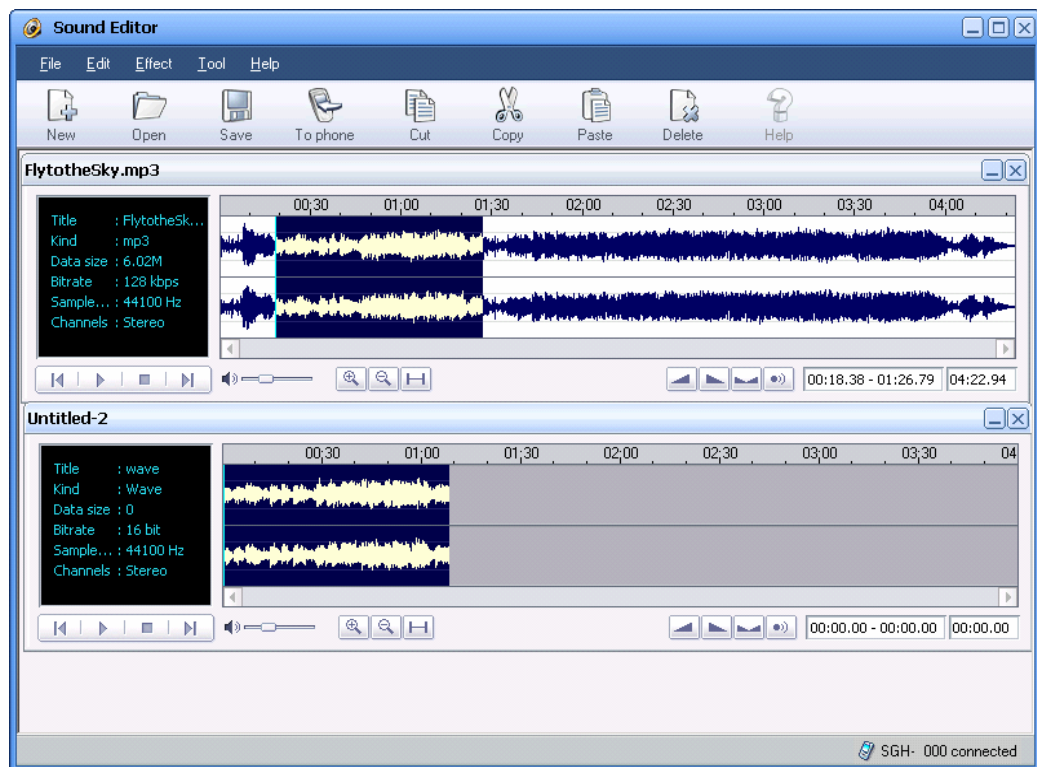


9.4. Creating New Sound Tracks

Sound tracks can be created as follows.

- ① Click the **New** button in the toolbar icons of the main screen of Sound Editor, or select the pulldown menu **File > New**.

- ② An empty sound track appears. You can insert what you copied from other sound tracks.



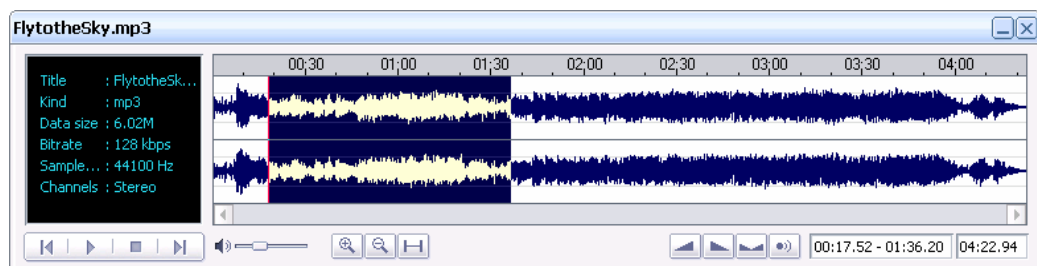
9.5. Editing Sound Tracks

The functions for editing sound tracks are as follows.

9.5.1. Copying Selections

Sound track areas can be copied as follows.

- ① Select the sound track area to copy using the mouse drag function.



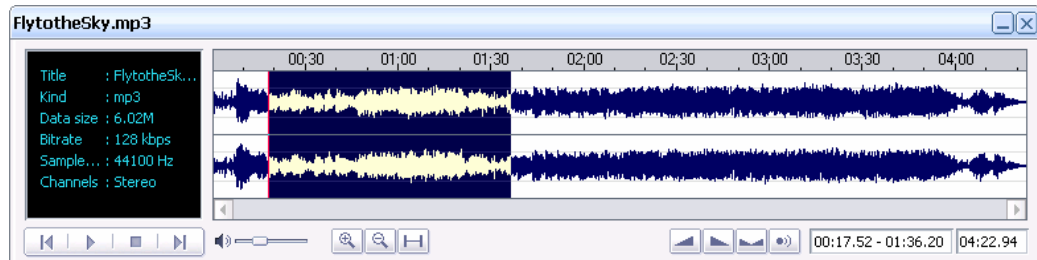
- ② Click the **Copy** button in the toolbar icons.



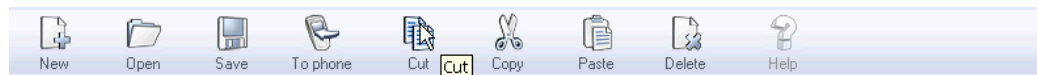
9.5.2. Cutting Selections

A sound track area can be cut out as follows.

- ① Select the sound track area to cut using the mouse drag function.



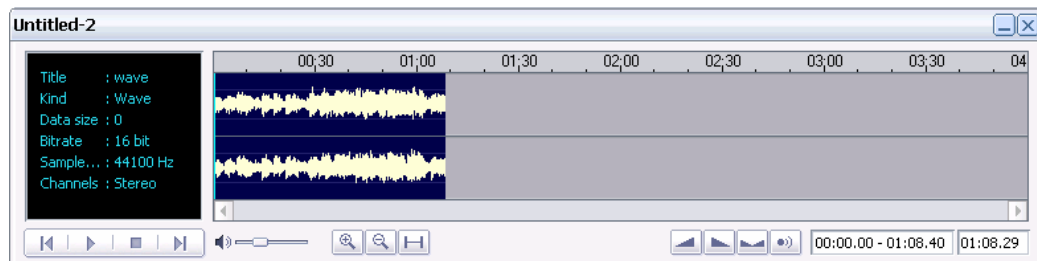
- ② Click the **Cut** button in the toolbar icons.



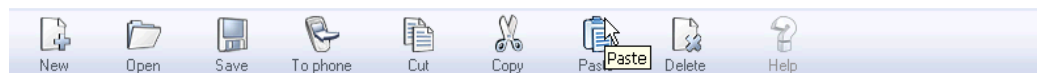
9.5.3. Pasting Selections

The copied or cut area of a sound track can be pasted to particular locations as follows.

- ① Select an existing sound track to which you want to paste the copied or cut sound track area.



- ② Click the **Paste** button in the toolbar icons.



9.6. Applying Effects

Sound Editor provides the following effects.

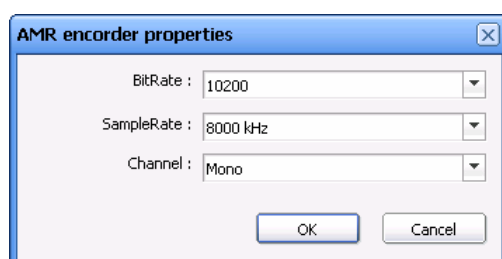
- n Fade In:** The sound volume of the selected sound track area increases. 
- n Fade Out:** The sound volume of the selected sound track area decreases. 
- n Echo:** An echo effect is applied to the selected sound track area. 

To apply the above effects, select the sound track area and click one of the effect buttons at the bottom of the Sound Track window.

9.7. Saving Sound Track to PC

Edited sound tracks can be saved to PC as follows.

- ① Select the sound track to save.
- ② Click the **Save** button in the toolbar icons, or select the pulldown menu **File > Save** or **File > Save As**.
- ③ When the **Save** window appears, select the file format and setting values such as **Bit Rate** and **Sample Rate**. Input the file name and then click the **Save** button.



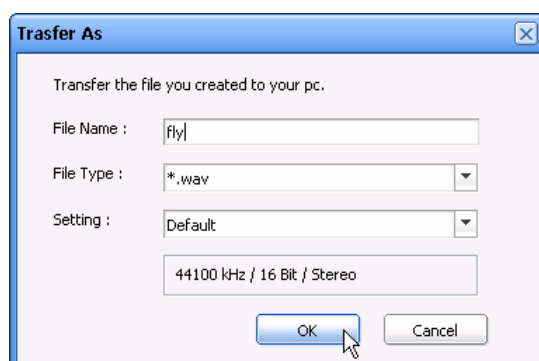
9.8. Saving to Phone

Edited sound tracks can be saved directly to the Phone as follows.

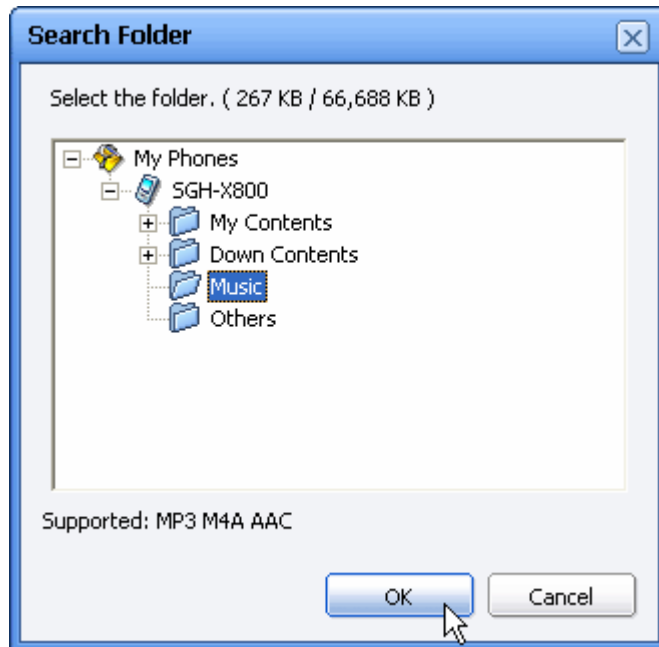
- ① Select the sound track to save to the Phone. Click the **To Phone** button in the toolbar icons, or select the pulldown menu **File > To Phone**.



- ② When the **Transfer As** window appears, input the file name and click the **OK** button.



- ③ When the file transfer is completed, the **Search Folder** window appears. Select the folder to which sound files can be saved and click the **OK** button.



- ※ The To Phone function can be used only when the Phone is connected to the PC.
- ※ The location of the Phone folder to which sound files can be saved by the To Phone function may vary depending on the connected Phone model.
- ※ For some phone models, copyright protection may prevent some music files from being played in the phone.

10. Movie Editor

10.1. Overview

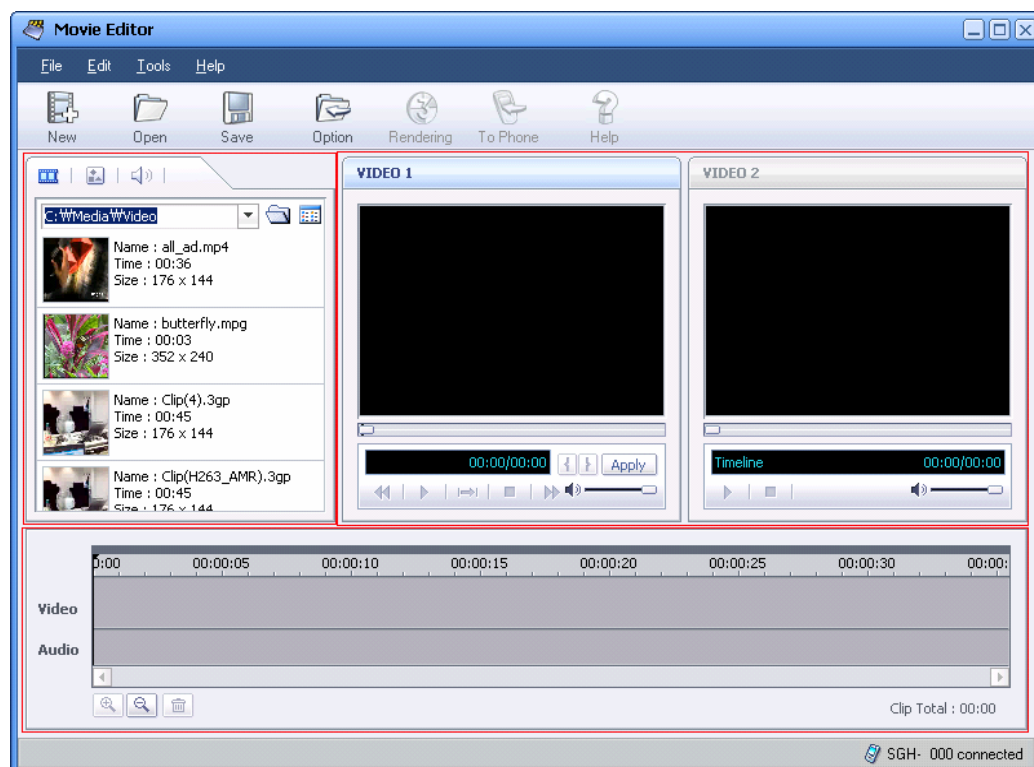
Movie Editor allows you to edit movies taken by the Phone or to convert combined photos, sounds and movies into another movie file to be played on the Phone.

In addition, you can also retrieve movie content from the PC, cut a specific area, convert it into another movie, and save it directly to the Phone.

The content formats that you can retrieve and use for editing movies in Movie Editor are as follows.

- n Movies
 - 3GP, MP4, MPG, AVI, etc.
- n Sounds
 - AMR, AAC, MP3, etc
- n Images
 - JPG, GIF, BMP, etc

※ The Movie Editor main screen consists of:



n Content Browsing

- You can browse content such as movies, images, and sounds that you want to retrieve.

n Video 1 and Video 2

- In Video 1, the retrieved content is shown and played, and in Video 2, the edited movies are shown and played.

n Timeline

- You can import and combine the retrieved content to the Timeline and edit it using such functions as location change and reduction. The Timeline is divided into Video track and Sound track.

10.2. Starting Movie Editor

Movie Editor can be started as follows.

- n When Samsung PC Studio gets started, a Launcher window appears. In the Launcher window, click the **Edit movies** icon.
- n Point to the Samsung PC Studio tray icon and click the right button of your mouse. When the Context menu appears, click **Edit movies**.

10.3. Creating New Projects

In Movie Editor, you can create and manage a Project file for editing movies.

A Project file functions to save the original location of the source content (movies, photos, and sounds) before editing, and the editing data. The extension given to a Project file is “.prj”.

A new Project file can be created by clicking the **New** button in the toolbar icons in the Movie Editor main screen, or by selecting the pulldown menu **File > New**.



10.4. Opening and Saving Projects

Movie Editor allows you to save and open Project files so that you can save edited movie Projects and edit them again later.

While movies are being edited, the Project file can be saved by clicking the **Save** button from the toolbar icons in the Movie Editor main screen or by selecting the pulldown menu **File > Save**. When the **Save** window appears, input the name of the Project file and click the **Save** button.



The saved Project file can be opened by clicking the **Open** button in the toolbar icons in the Movie Editor main screen or by selecting the pulldown menu **File > Open**. When the **Open** window appears, select the Project file to re-edit and click the **Open** button.



10.5. Making Movies

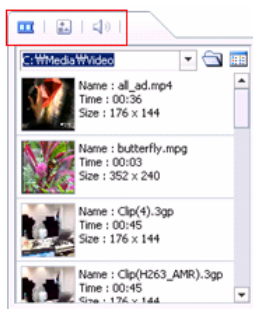
10.5.1. Making Movies Using a Variety of Content

Movie Editor allows you to make a new movie by combining a variety of content as follows.

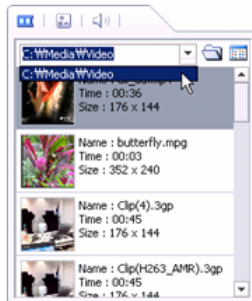
- ① Click the **New** button from the toolbar icons in the Movie Editor main screen to create a new Project file.



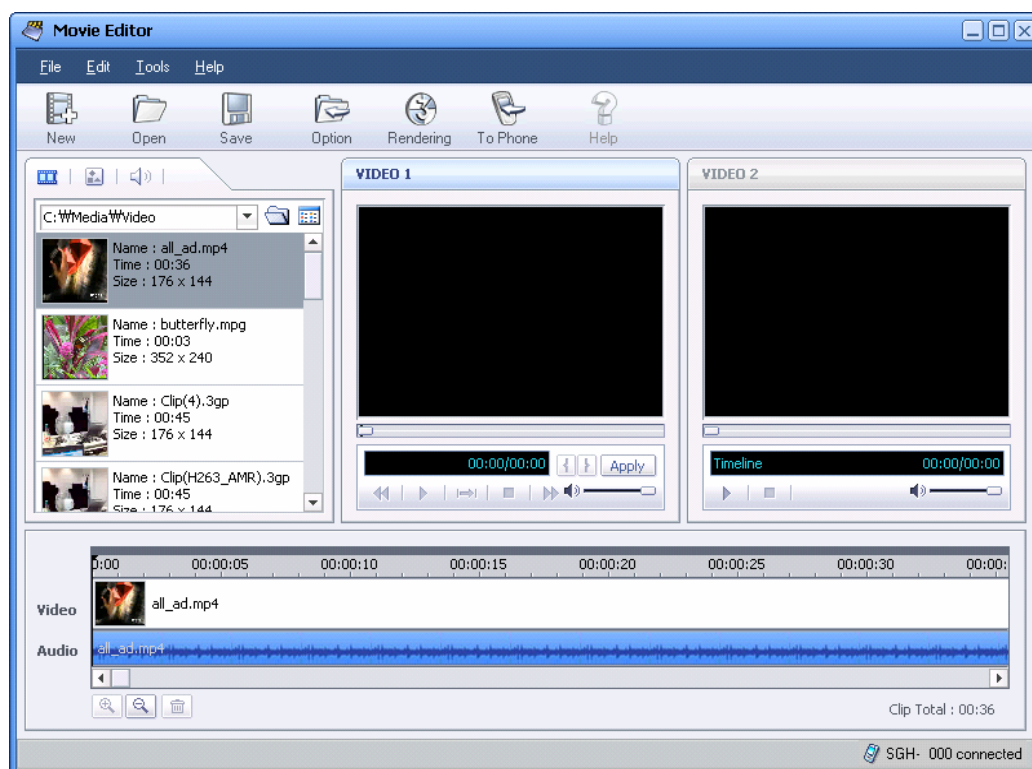
- ② Select the file content type to retrieve from the content type tabs (from the left: movie, image, and sound) at the top left of the Content Browsing area.



- ③ Click the folder icon and select the folder where the content file that you want to use is located.



- ④ The list of content file under the selected folder is displayed in the Content Browsing area.
- ⑤ Select the content file that you want to use for the new movie and drag & drop it to Timeline.



- ⑥ Import all the content that you want to use to Timeline by repeating the above ② - ⑤ steps.
- ⑦ In Timeline, edit the content by adjusting the location and the time of the content using the mouse, or by pressing the Del key to delete the content that you don't want.

- ⑧ Edited data in Timeline can be played in Video 2.



- ⑨ When the editing is completed, save the Project file.

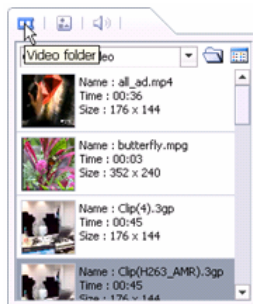
10.5.2. Making Movies Using PC Movie files

Movie Editor allows you to make movies to be played on the Phone using PC movies.

- ① Click the **New** button from the toolbar icons in the Movie Editor main screen to create a new Project file.

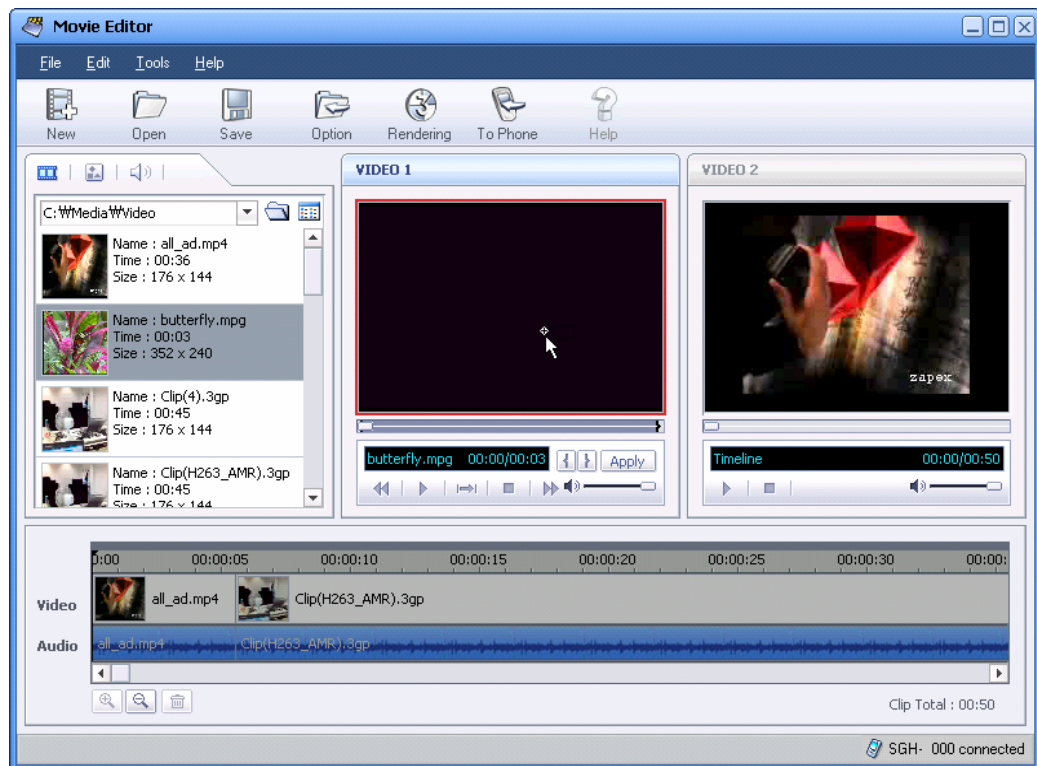


- ② Select the **Video** tab from the content type tabs at the top left of the Content Browsing area.

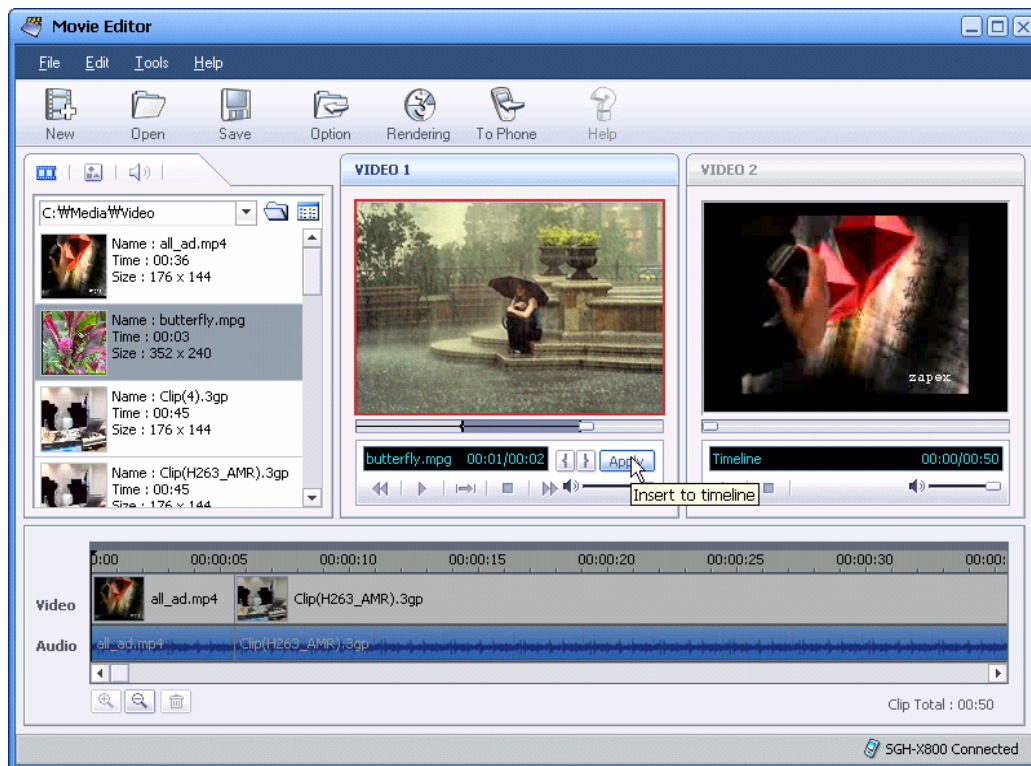


- ③ Click the folder icon and select the folder where the PC movie file that you want to use is located.
- ④ The list of content files under the selected folder is displayed in the Content Browsing area.

- ⑤ Select the content file that you want to use for the new movie and drag & drop it to Video 1.
- 1.



- ⑥ Select the parts of the movie to be applied using the selection icon (“{”, “}”) in Video 1 and click the **Apply** button.



- ⑦ The selected part of the movie is shown in Timeline. Adjust the location and time using the mouse.
- ⑧ The edited movie in Timeline can be played in Video 2.
- ⑨ When the editing is completed, click the **To Phone** button in the toolbar icons. Convert the edited movie to a 3GP file and save it to the selected Phone folder.



- ※ The To Phone function can be used only when the Phone is connected to the PC.
- ※ If the Phone is not connected to the PC, click the Rendering button in the toolbar icons to convert the edited movie file to a 3GP file and to save it to the PC folder. When the Phone is connected later, the saved file can be exported to the Phone using Phone Explorer.

10.5.3. Editing Timeline

Timeline allows you to arrange retrieved content consecutively for editing, to make another movie.

The Timeline area is divided into Video track and Sound track. The image content is located in

the Video track and the sound content is located in the Sound track. The movie content is located in both Video and Sound tracks.

The editing functions that you can use in the Timeline are as follows.

- n Delete the content (images, sounds, and movies)
- n Edit the time of the content (images, sounds, and movies)
- n Increase / decrease the duration of the content (images, sounds, and movies)
- n Unlink the Video and the Sound track of the movie content

10.6. Rendering

The Movie Editor **Rendering** function allows you to convert the edited Project file to a file in the format of a movie.

The **Rendering** function of the Movie Editor generates 3GP and AVI files. 3GP files can be played on the Phone and AVI files are the source files in movie format for PC. Rendering processes are as follows.

- ① Save the edited movie Project file.
- ② Click the **Rendering** button from the toolbar icons in the Movie Editor main screen, or select the pulldown menu **File > Rendering**.
- ③ When the **Rendering** window appears, select the file format - 3GP or AVI. Then input the file name and click the **Save** button.



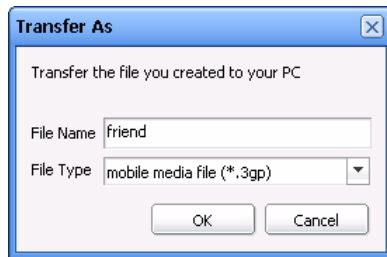
10.7. Saving to Phone

In Movie Editor, edited movies can be converted to a format to be played on the Phone and transmitted to the Phone directly.

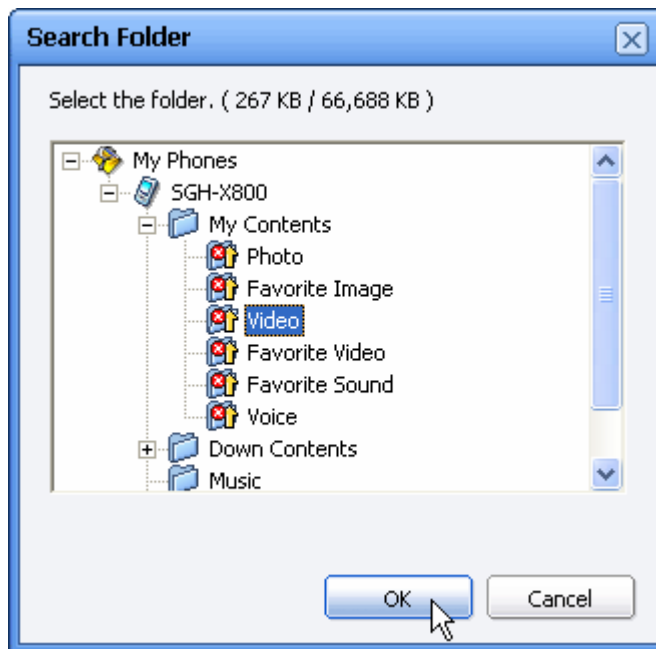
- ① Save the edited movie Project file.
- ② Click the **To Phone** button in the toolbar icons, or select the pulldown menu **File > To Phone**.



- ③ When the **Transfer As** window appears, input the file name and click the **OK** button.



- ④ When the **Rendering** is completed, the **Search Folder** window appears. Select the folder of the connected Phone to which movie files can be saved and click the **OK** button.



- ※ The To Phone function can be used only when the Phone is connected to the PC.
- ※ The location of the Phone folder to which movie files can be saved by the To Phone function may vary depending on the connected Phone model.

11. MMS Composer

11.1. Overview

MMS Composer allows you to create or edit multimedia messages directly on the PC or to send a created multimedia message via the connected Phone.

Multimedia message refers to a message format consisting of pages in combination with content as such photos, movies, sounds, and texts.

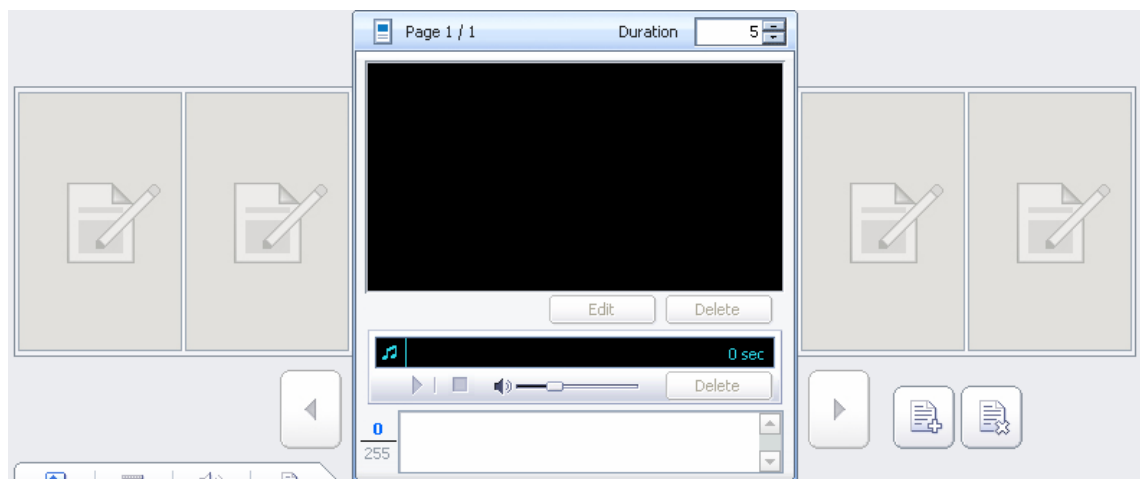
The content formats provided by MMS Composer to create multimedia messages are as follows.

- n Movies
 - 3GP, MP4
- n Sounds
 - AMR, MIDI, MMF, IMY
- n Images
 - JPG, GIF, BMP, PNG, WBMP

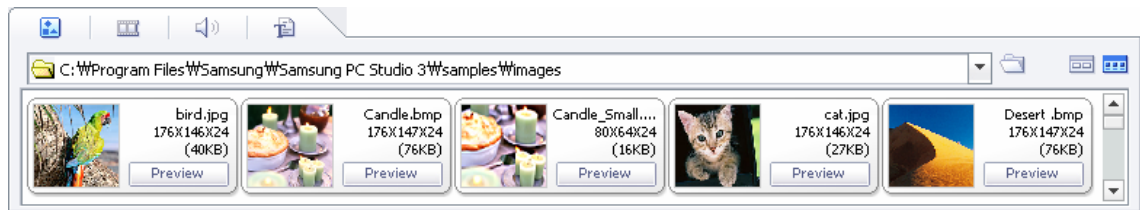
※ Some formats may not be supported in specific phone models.

The MMS Composer main screen consists of:

- n Message Editing area
 - Each message page can be edited.

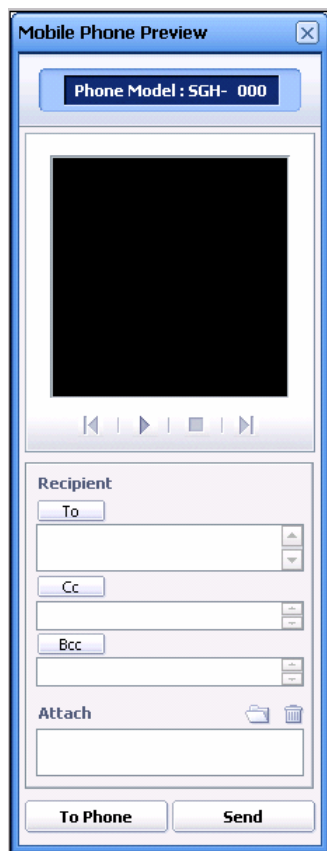


- n Content Browsing area
 - You can browse the content to be registered to the pages of MMS Composer, such as movies, images, and sounds, and texts.



n Preview area

- Created and retrieved messages can be previewed, and the recipients of the message and attached files can be registered.



11.2. Starting MMS Composer

MMS Composer can be started as follows.

- n When Samsung PC Studio gets started, a Launcher window appears. In the Launcher window, click the **Compose multimedia messages** icon.
- n Point to the Samsung PC Studio tray icon and click the right button of your mouse. When the Context menu appears, click **Compose multimedia messages**.

11.3. Creating New Multimedia Messages

MMS Composer can create a new multimedia message as follows.

- ① Click the **New** button from the toolbar icons of the MMS Composer main screen, or select the pulldown menu **File > New**.



- ② A new multimedia message appears on an empty page. Add pages and insert various content such as photos, movies, sounds, and texts into each page.

11.4. Opening Multimedia Messages

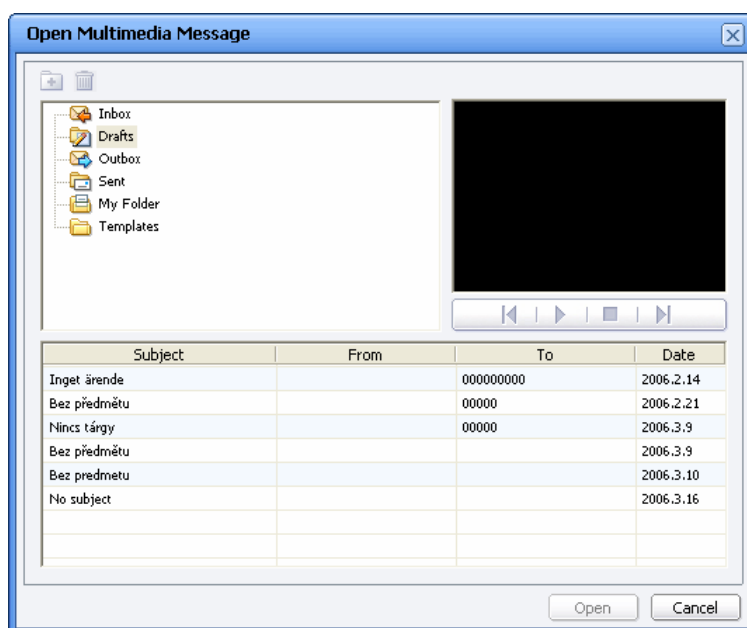
In MMS Composer, the MMS management function of Message Manager allows you to open and edit the multimedia messages created in the Phone and saved in the PC, or the multimedia messages created on the PC.

The multimedia messages saved in the PC can be opened as follows.

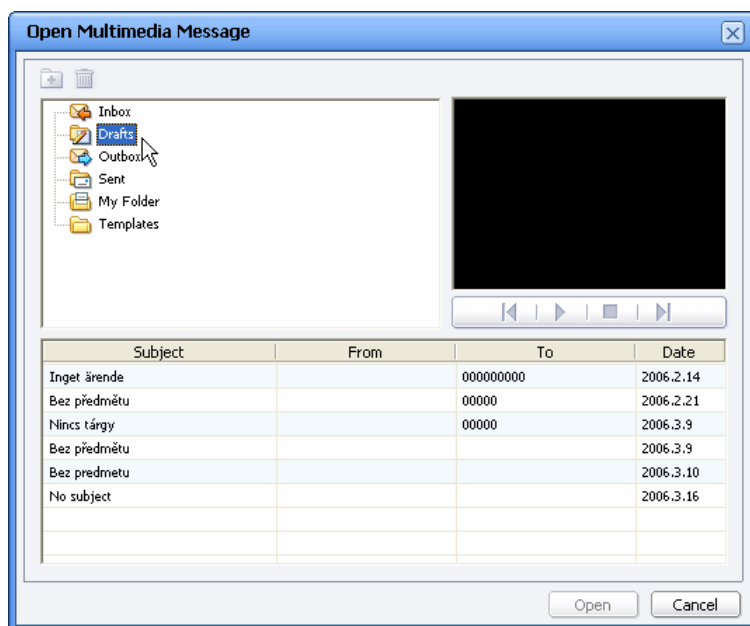
- ① Select the pulldown menu **File > Open**, or select **Open** on the toolbar at the top.



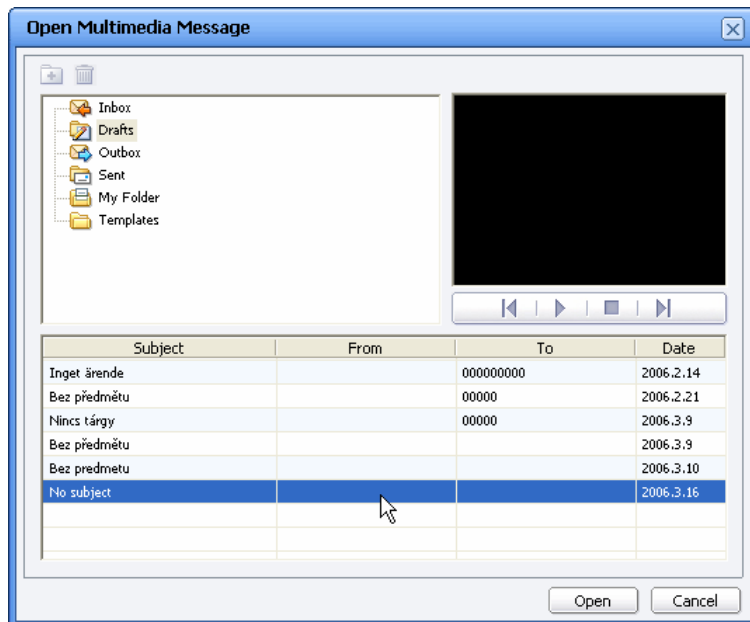
- ② The **Open Multimedia Message** window appears.



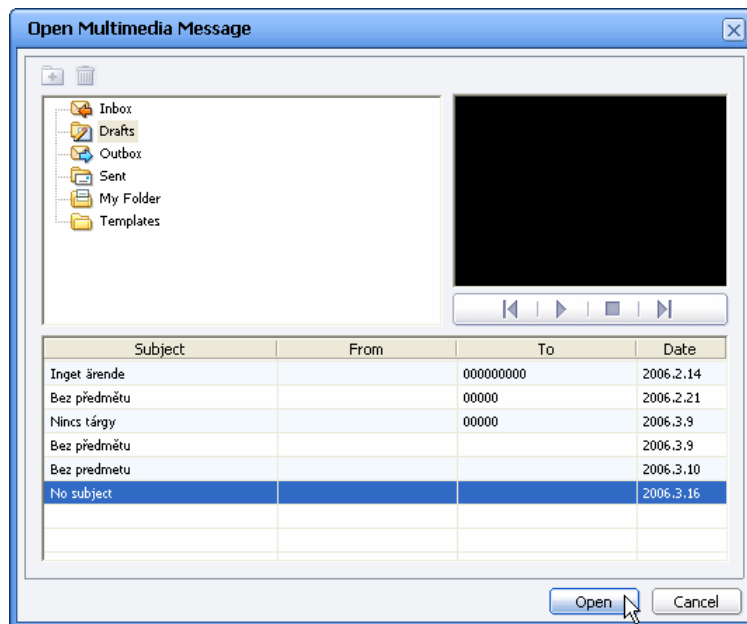
- ③ Select the folder, and the messages under the folder are displayed in the list area on the right.



- ④ Select the list to open.
(You can check the messages in **Preview**.)



- ⑤ Click the **Open** button.



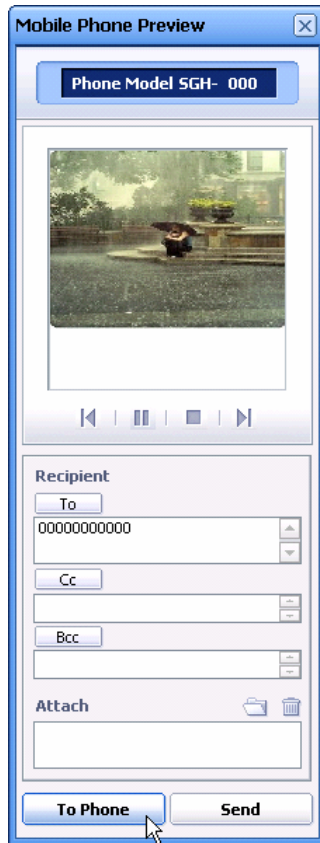
※ The extension used for multimedia messages saved in the PC is “.mms”.

11.5. Saving Multimedia Messages

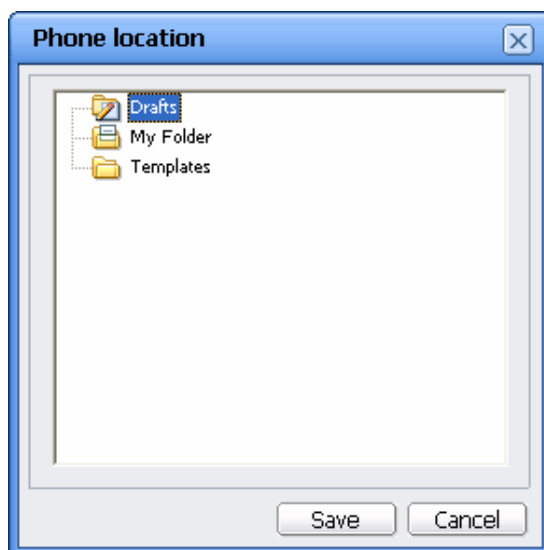
MMS Composer allows you to save multimedia messages to the Phone or to the PC. Multimedia messages can be saved to the Phone as follows.

- ① Create a multimedia message according to the procedures already outlined.

- ② Click the **Preview** button in the toolbar icons at the top. When the **Mobile Phone Preview** window appears, click the **To Phone** button at the bottom of the window.



- ③ When the **Phone Location** Dialog appears, select the folder where you want to save the message.



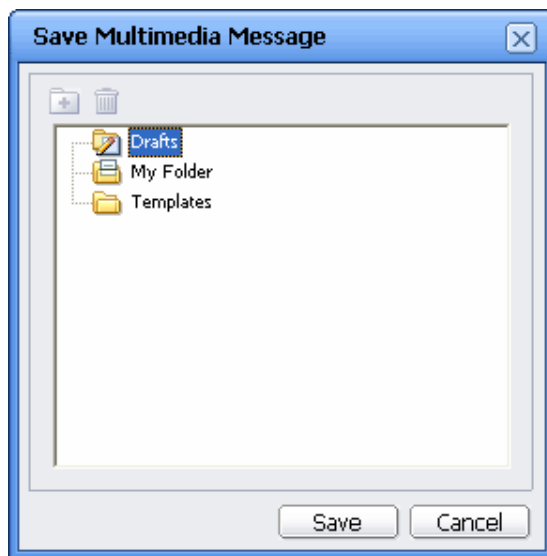
- ④ Click the **OK** button.

The multimedia messages can be saved to the PC as follows.

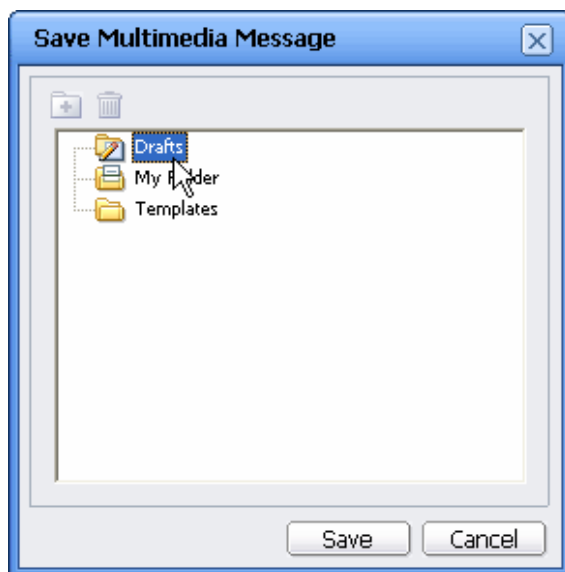
- ① Create a multimedia message according to the procedures already outlined.
- ② Select the **Save** (or **Save As**) from the pulldown menus, or click the **Save** button in the toolbar icons.



- ③ The **Save Multimedia Message** window appears.



- ④ Select the PC folder where you want to save the message.



- ⑤ Click the OK button.

11.6. Composing Multimedia Messages

11.6.1. Working with Pages

MMS Composer provides editing functions for each page as in the Phone.

You can insert a new page or delete the existing page when you create a new multimedia message or open and edit an already created multimedia message.

The total number of pages for a multimedia message is not limited. But the maximum number of pages may be restricted depending on the Phone model and communication service provider.

A new page can be added next to the current editing page as follows.

- ① Click the **New Page** icon at the bottom right of the page editing area. 
- ② The current page moves to the left and a new page is created in the editing area in the centre.

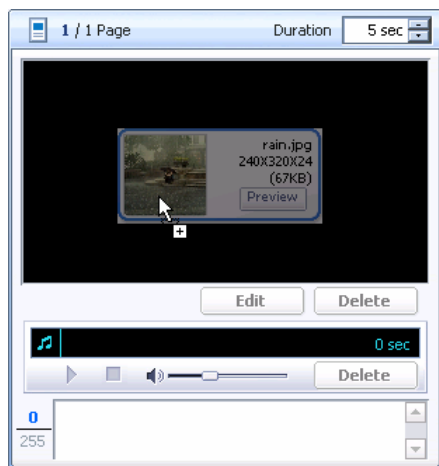
The current editing page can be deleted as follows.

- ① Click the **Delete Page** icon at the bottom right of the page editing area. 
- ② A warning window about the deletion of the current page appears. If you click the **OK** button, the current page will be deleted.

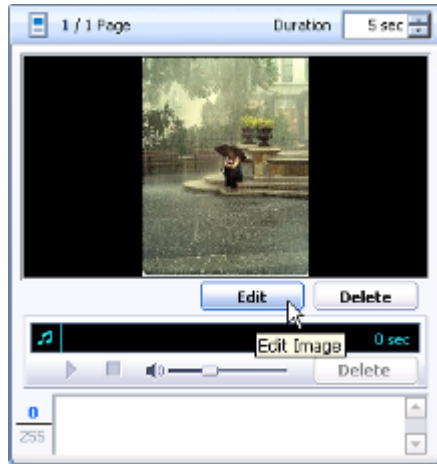
11.6.2. Inserting Content

Images can be inserted into the page as follows.

- ① Select the **Image** tab (the first icon) in the Content Browsing area at the bottom. 
- ② Select and double click the image or drag & drop it to the page.



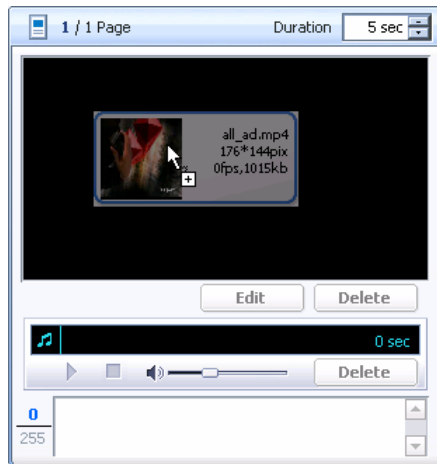
- ③ To edit the inserted image, click the **Edit** button under the registered image.



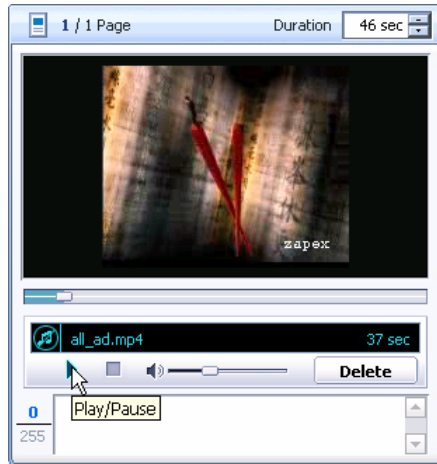
- ※ Photos and movies cannot be inserted into the same page.
- ※ The photo formats that can be inserted into multimedia messages are JPG, GIF, and BMP.

Movies can be inserted into the page as follows.

- ① Select the **Movie** tab (the second icon) in the Content Browsing area at the bottom. 
- ② Select and double click the movie or drag & drop it to the page.



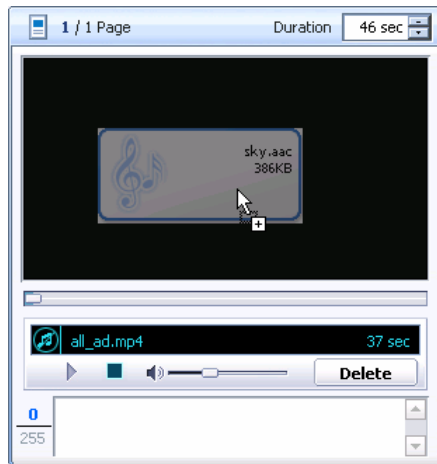
- ③ Click the **Play** button under the page to preview the inserted movies.



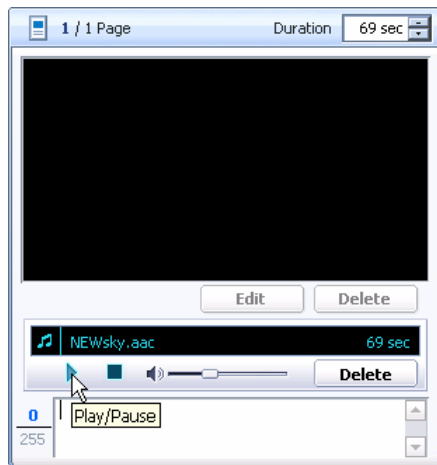
- ※ Movies and sounds or photos cannot be inserted into the same page.
- ※ The movie formats that can be inserted into multimedia messages are 3GP and MP4.

Sounds can be inserted into the page as follows.

- ① Select the **Audio** tab (the third icon) in the Content Browsing area at the bottom. 
- ② Select and double click the sound or drag & drop it into the page.



- ③ Click the **Play** button under the page to listen to the inserted sound.



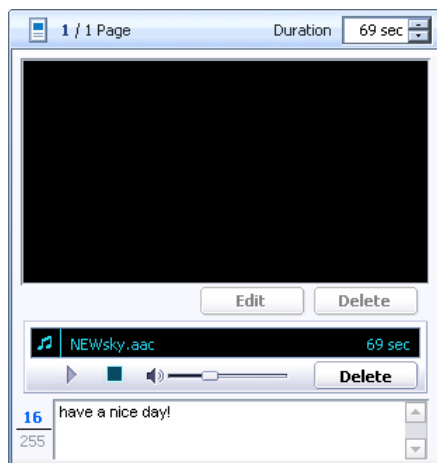
- ④ Click the **Voice REC** button to the right of the Content Browsing area. In the **Voice Recorder** window, you can record parts of specific sounds or voices and use them as sounds. When sounds are recorded, the microphone should be connected to the PC.



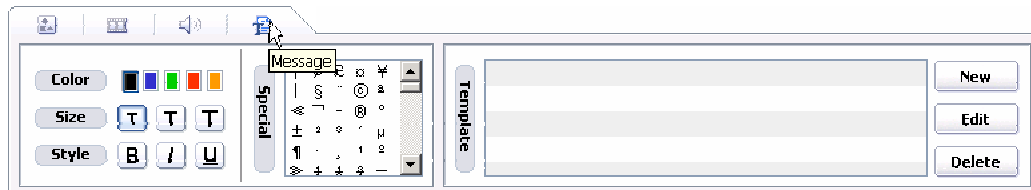
- ※ Sounds and movies cannot be inserted into the same page.
- ※ Sound formats that can be inserted into multimedia messages are AMR and MP3.

Texts can be inserted into the page as follows.

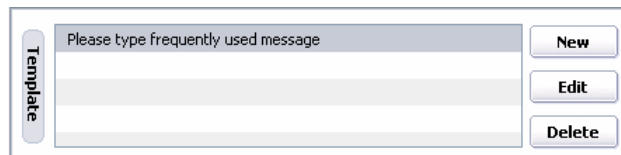
- ① Write the text message in the text editing box under the page (The maximum number of letters for this box is 255 bytes.)



- ② If you want to change fonts, select the **Message** tab (the fourth icon) in the Content Browsing area at the bottom and use the **Colour**, **Size**, **Style** and **Special** letter sections.



- ③ In addition, frequently used texts can be registered to the **Template** for use.



11.6.3. Attaching Files

Files such as vCard and vCalendar can be attached to multimedia messages.

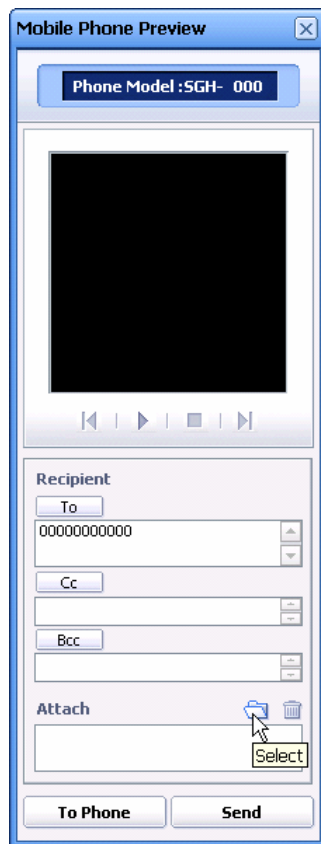
These files can be attached as follows.

- ① If the **Mobile Phone Preview** window does not appear in the screen, click the **Preview** button in the toolbar icons at the top.



- ② Click the **Attach** tab at the bottom of the **Mobile Phone Preview** window.

- ③ Click the **Select** button and the **Open** window appears.



- ④ Select the vCard or vCalendar files to attach to the multimedia message.
- ⑤ Click the **Open** button to attach the selected file to the multimedia message.

11.6.4. Setting Page Duration Time

Duration for each page can be determined by setting the duration time value.

The duration time value for each page has priority over the playing time of movies or sounds inserted into the page. That is to say, if the playing time for inserted movies in a page is 20 seconds, and the duration time is set up as 10 seconds, the movie is played for only 10 seconds and moves to the next page.

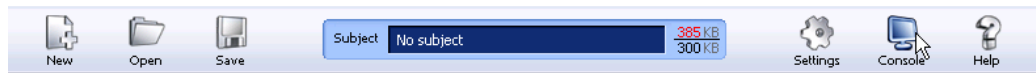
The default duration time for a page is 5 seconds.

The duration for a page can be set up in the **Duration** box at the centre of the page edition screen.

11.6.5. Previewing Multimedia Messages

The created multimedia message can be previewed as follows.

- ① If the **Mobile Phone Preview** window does not appear in the screen, click the **Preview** button in the toolbar icons at the top.



- ② Click the **Play** button in the **Mobile Phone Preview** window to preview the multimedia message.

11.7. Sending Multimedia Messages

Multimedia messages created by MMS Composer can be sent via the connected Phone as follows.

- ① If the **Mobile Phone Preview** window does not appear in the screen, click the **Preview** button in the toolbar icons at the top.



- ② Click the **Send** button.

※ The Sending Multimedia Message function can be used only when the Phone is connected to the PC.

11.8. Working with Message Manager

MMS Composer shares the same message folder with Message Manager.

You can check, save and send the messages created and saved in the PC using Message Manager.

12. Multimedia Player

12.1. Overview

Multimedia Player allows you to play movies, sounds and multimedia message files in a format that is compatible with the Phone.

The file formats that can be played by the Multimedia Player are as follows.

- n Movies
 - 3GP, MP4, MPG, AVI, etc
- n Sounds
 - AMR, AAC, MP3, etc
- n Multimedia Messages
 - MMS

12.2. Starting Multimedia Player

Multimedia Player can be started as follows.

- n When Samsung PC Studio gets started, a Launcher window appears. In the Launcher window, click the **Play multimedia files** icon.
- n Point to the Samsung PC Studio tray icon and click the right button of your mouse. When the Context menu appears, click **Play multimedia files**.

12.3. Opening Files

Files that can be played by the Multimedia Player can be opened as follows.

- ① Select the pulldown menu **File > Open** in the Multimedia Player main screen.



- ② When the **Open** window appears, select the file format. Then select the file to play and click the **Open** button.

12.4. Playing Files

Click the **Play** button in the Multimedia Player main screen to play the opened file.

While files are being played, the following functions can be used.

- n Stop the playing using the **Pause** and **Stop** buttons. 
- n Move forward or backward while playing the file by clicking the **FF** or **Rew** button. 
- n Adjust the sound volume using the Volume Control. 

- n Click the right button of the mouse in the playing area. When the menus appear, click **Full Screen** to play the file in full screen size.

Repeat	Ctrl+L
Pause	Ctrl+P
FF.	Ctrl+.
Rew.	Ctrl+,
Full Screen	Ctrl+F
Volume UP	Up Arrow
Volume Down	Down Arrow